DUALINK

Rune Mage

Sorcerer Subclass



Runeterra Edition

Rune Mage

Your magic is not merely cast, it is written.

Ancient runic formulae manifest instinctively when you shape spells, binding creatures to a lattice of arcane logic. Each casting reinforces hidden patterns that echo through subsequent spells, allowing your magic to cascade into carefully engineered bursts of power.

Rune Mages reward precision casting and sequencing, building inevitability through calculated spellcraft rather than overwhelming force.

Overload & Runic Efficiency

At 1st level, you gain the following features.

Overload

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl condensed runic force at a creature. Make a ranged spell attack against the target. On a hit, the target takes **1d10 force damage**.

This spell's damage increases when you reach certain levels in this class:

- 2d10 at 5th level
- 3d10 at 11th level
- 4d10 at 17th level

Runic Efficiency

Your mastery of arcane structure accelerates precise magical inscriptions. When you cast a spell as a ritual, the additional casting time is **halved**.

Runic Imprint

At 6th level, your metamagic inscribes destabilizing runes onto creatures, allowing spells to interact in cascading sequences.

When you cast a spell using a Metamagic option that targets at least one creature, one creature affected by the spell gains a **Rune Mark**.

A creature can have only one Rune Mark at a time. Rune Mark lasts for **2 rounds**.

Rune Mark

When a creature with a Rune Mark is hit by a spell, the Rune Mark detonates, dealing **force damage equal to your proficiency bonus + your Charisma modifier**. The Rune Mark is then removed.

Runic Cascade

If you apply a Rune Mark to a creature that already has one, the rune instead spreads.

Each creature of your choice within **15 feet** of the original target gains Rune Mark. The original Rune Mark remains.

Rune Marks applied this way do not immediately detonate.

Rune Prison

At 10th level, you learn to bind creatures within rigid runic formulae.

As a bonus action, you may target one creature you can see within 60 feet that has a Rune Mark.

The target must succeed on a Strength saving throw against your spell save DC or become **Restrained**

until the end of your next turn.

You may use this feature a number of times equal to your proficiency bonus per long rest.

Persistent Runes

At 14th level, your runes cling stubbornly to reality, refusing to fade until their purpose is fulfilled.

Lingering Formulae

Rune Marks now last for **3 rounds** instead of 2.

Runic Cantrip Mastery

Your cantrips strike with precise, calculated force. When you cast a cantrip targeting a creature that has a Rune Mark:

- you gain a bonus to one damage roll of the spell equal to **your proficiency bonus + your Charisma modifier**
- if the cantrip causes the Rune Mark to detonate, you gain **temporary hit points equal to your Charisma modifier**
- when you cast **Overload**, you may reroll one damage die of the spell

You must use the new roll.

Realm Script

At 18th level, you inscribe a massive teleportation sigil into reality.

As an action, you create a **20-foot-radius circle** centered on yourself, inscribed with glowing runes.

You choose a destination point you can visualize within **300 meters**.

At the start of your next turn, you and any creatures of your choice within the circle teleport to the

destination.

Objects and structures are unaffected.

Once you use this feature, you cannot do so again until you finish a long rest.