SVELTE • RUNES

What are runes?

rune /ro□on/ *noun*

A letter or mark used as a mystical or magic symbol.

Runes are symbols that you use in `.svelte` and `.svelte.js` / `.svelte.ts` files to control the Svelte compiler. If you think of Svelte as a language, runes are part of the syntax — they are *keywords*.

Runes have a `$` prefix and look like functions:

```
let message = $state('hello');
```

They differ from normal JavaScript functions in important ways, however:

- You don't need to import them — they are part of the language

- They're not values — you can't assign them to a variable or pass them as arguments to a function

- Just like JavaScript keywords, they are only valid in certain positions (the compiler will help you if you put them in the wrong place)

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Runes didn't exist prior to Svelte 5.

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