

RuneQuest: Slayers FAQ

Updated 3/29/2002

Maintained by J.C. Connors (jc@threefates.com)

RUNES & GLYPHS

Q: If a rune, by definition, is a “magical symbol and/or letter of the alphabet,” must it be written on something in order to work? Are they engraved on armor and medallions, or maybe have the form of tattoos or scars?

A: Glyphs and runes are two different things, really. Glyphs are metaphors... they're not real at all from the character's perspective. They symbolize the mental process of becoming “One with the Clan.”

Runes, however, are real. How they appear on a character depends on the character and his WarClan. Someone from the Cult of the Skull might tattoo himself with his runic powers. A Martyr of War might have them engraved on his armor or shield. A Guidesman might not have them apparent at all, and instead by tiny symbols on a necklace he keeps hidden under his cloak. Losing these items, however, won't ever cause the runic power to disappear or become unusable. Ultimately, the warrior makes the decision how to display them.

Enchantment runes are always visible on the things they enchant. A sword with a weapon enchantment will have the runes carved on it, for instance.

Q: How does it look in game when you obtain a glyph? Does someone with higher rank give you a quest to obey the glyphs and engraves them on your armor, or must you prove to other clan members that you are worthy of the glyph?

A: Again, glyphs are more of a mental process. No one tells you, “Work on Vengeance now.” As the warrior becomes closer to the ideal of his WarClan, he'll accomplish these himself. As you receive them, other members of the clan will be able to tell you're closer to the top of the Clan, in the same way (in real life) a medical student can tell an experienced doctor from another student.

Q: When you get another glyph, can you forget about roleplaying others, or must you follow the nature of EVERY glyph you have?

A: Good roleplayers won't forget about the other glyphs they have earned. Ideally (and we saw this often during playtest), if a player draws the Vengeance glyph, and commits an act of revenge, his character will be changed by that event and it will always be part of that character. That doesn't mean he has to look for revenge in every session, but he should always keep in mind that Vengeance is a part of him and his WarClan.

Q: When you finally obtain a runic ability from roleplaying glyphs, what will happen if you lose the piece of equipment where you engraved the rune? Is it lost permanently? Or can you carve glyphs again and they form the same rune?

A: Once you get a rune, you may carve them on anything you want. You've earned them. But warriors are never required to carve the runes on anything, though many do. If you lose the items that you carved the rune on, you simply have to recarve them or hunt down the thief! Anyone found carrying a rune-carved piece of equipment from a WarClan that he does not belong to has likely made enemies!

Q: How (in the context of roleplaying) do you draw power from runes? Do you concentrate on them? How long does it take? Is there a glowing rune that appears over your head when you use a rune?

A: Most runic powers require just a thought to activate. It becomes as natural to use a runic power as it is to swing a sword or draw a knife. Unless an ability says it takes concentration, it does not.

Most runic powers are also subtle – there's not usually a glowing rune or obvious manifestation of the power. That's not to say people won't recognize a runic power when it is being used. A fellow WarClan member will usually recognize powers ("He's using Shadow Armor") and others are even more obvious – if a Medean Guard is mesmerizing an orc, other orcs will be able to tell she's doing something magical to him. But, for the most part, rune effects aren't immediately noticeable.

Q: Who can be a runesmith and carve greater runes?

A: Officially, that isn't really defined anywhere. The art of carving greater runes is very rare, and probably only in the hands of the Runemaster. A good house rule would be to charge twice as many hero points for a warrior to learn these runes.

WARCLANS

Q: Can you switch WarClans?

A: There's no official way to do it. However, if a player really wants to switch WarClans, and the Runemaster is amenable to the idea, he can allow it. However, the warrior is limited to a total of 4 runic abilities. Therefore, if he gained a rune through one clan, the final runic power of the second clan would be unavailable to him.

COMBAT

Q: Is the +2d6 damage from a Vital Shot applied before or after Armor Toughness?

A: The damage is applied before Toughness. It is assumed the attacker used his maximum strength (at the expense of accuracy) and went for a chink in his foe's armor, or aimed at a particular vital spot like the throat or armpit.

Q: When a '6' is rolled on a Fatigue Die, does that count as a hit?

A: The Fatigue Die is still considered an Attack Die, so a roll of '6' counts towards hits exactly like a normal Attack Die, in addition to its effect of instantly incapacitating the victim. The same also applies to the Death Die; while it usually doesn't matter (the foe is dead!), some runic powers allow for the healing of "dead" characters when their health has not dropped too far below Dying.

Q: Does a called shot to a limb do +2d6 damage like Vital Shots?

A: No, even though both need two '6's to hit. A Vital Shot does +2d6 damage; a Called Shot simply has the effect of hitting the intended limb.

WEAPON MANEUVERS

Q: Does weapon maneuver fatigue add to normal weapon fatigue?

A: Unless specified otherwise, the maneuvers have a listed Fatigue, and that's how much it costs.