

Warhammer Quest



· R U N E M A S T E R ·

for Warhammer Quest
by Art Franklin
illustration by Shawn Michael Grafius

· THE RUNE MASTER ·

Runes have traditionally been the safest and most powerful method of harnessing the power of magic since the Chaos gate first tore open, spilling the Winds of Magic across the world. Indeed it was with powerful rune stones that the High Elves kept their land of Ulthuan from sinking into the ocean, and they are the means as well by which they maintain the Vortex that keeps the Winds of Chaos from mutating creatures across the planet beyond recognition.

Dwarfs as well have their own Rune lore, which is passed down through tradition from Grungni, the great Ancestor God of Mining, Master of the Forge and Lord of the Runes. The Guild of Runesmiths tend to trace their ancestry back to Grungni, his son Morgrim or one of the other original Runelords, and they guard their secrets jealously even from other Dwarfs.

There are those among the Human magisters that believe this hoarding of knowledge to be a great shame. The effects of wielding magic upon frail Human minds and bodies are all too obvious. Sooner or later the taint of Chaos warps even the most steadfast of Human hearts. Yet the Dwarfen art of Rune Smithing provides a buffer against the more insidious effects of magic. Unfortunately Humans have not developed a comparable art on their own. Instead all they have is a "science" based upon the thousand-year-old studies of an infamous Wizard named Dortmund Klauser, who stole what he could from the Dwarfs and experimented from there to adapt it to the Manling method of casting magic.

Therefore, the Wizardly study of Rune Mastery is as secret, shunned and illegal as Necromancy or Chaos Wizardry in the Old World. This is not because of any corrupting properties of the magic itself - this is because it is purely a Human adaptation, indeed Grand Theft, of the sacred Dwarfen art of Runesmithing. And everyone knows it is not wise to so rudely use the vengeful Dwarfs.

Since Humans are not the artisans that Dwarfs are, their manner of inscribing runes is shoddy and the results unsure. However, since Rune Masters have the benefit of Sorcerous knowledge, they can combine the two in a way that is undeniably powerful. Also, since the Rune Master's art is not sacred, he can ignore the Rules that govern the inscribing of Grungni's Runes.

There are no underground colleges for rune mastery and the character starts as a generic Wizard that has had a Rune Master as a mentor, or stumbled across a copy of Klauser's Runes (the mage who first stole and adapted runic knowledge for humans.) The would-be Rune Masters start as Wizards, but as they progress they slowly unlock the secrets of their forbidden tome. That is, unless Dwarfs or Witch Hunters catch up with them, in which case their life may be forfeit! The following contains all you need to know to play a Rune Master in Warhammer Quest. All of the rules are considered advanced rules, as there is not much special about the Rune Master in the Basic Game.

· INTRODUCTION ·

This pack contains everything you need to introduce a new Warrior to your games of Warhammer Quest. This rulebook is split into three sections: a basic Warhammer Quest section, an Advanced section and a Roleplay section. The Warhammer Quest rules contain all the rules for using this Warrior in your games. The Advanced rulebook covers all the rules for the progression of the Warrior through the Battle-Levels, including any special skills, equipment, or rules, and the final section gives rules guides for using the new Warrior with the Roleplay rules.

RULES FOR WARHAMMER QUEST

If you wish, you may replace one of the Warriors from the Warhammer Quest game with the Rune Master. Simply swap the Rune Master for one of the existing Warriors. The rules which follow explain how to use the Rune Master in your games. Remember to put the Warrior counter for the original Warrior back in the box, replacing it with one for the Rune Master! Remember too, that if there is not a Barbarian in the party, then one of the other Warriors will have to carry the lantern and be the leader.

BIGGER GROUPS OF WARRIORS

If you want to, you can take more than four Warriors into an adventure, but you will have to make sure that there are enough Monsters to go round! The cards and tables from the Warhammer Quest game are based on there being four Warriors, so if you have fifteen different Warriors in the party then the game as it stands will present no challenge at all! If there are more than 4 Warriors, the threat of the Adventure should increase accordingly. The best way to do this is for the Game Master to determine the level of the Dungeon and roll on the Monster Table appropriate for the Dungeon. To determine the Dungeon Level, add the Battle-levels of each Warrior and divide by 4. For example, four BL 1 Warriors and two BL 2 Warriors would go through a Level 2 Dungeon. If the number is not even, begin with the lower number and then progress to the next Monster Table when the Warriors descend down stairs.

· STARTING AS A RUNE MASTER ·

STATISTICS

Rune Masters start with the same exact stats as ordinary Wizards, including 1d6 Power and 1d6+6 Wounds.

Wounds	1d6+6
Power	1d6
Move	4
Weapon Skill	2
Ballistic Skill	6+
Strength	3
Toughness	3
Initiative	3
Attacks	1
Pinning Roll	4+

EQUIPMENT

Instead of the Hand of Death scroll the Rune Master starts play with a Sword that has been inscribed with a Spell Rune by his master as a matter of instruction. The Spell Rune casts a spell once per adventure, without fail, and without any Power required. The Spell is always one that the Rune Master knows already.

The Rune Master's spell book has depictions of Klauser's Runes and information about inscribing them. This tome is highly illegal so the Rune Master must be careful to keep its contents secret.

He also starts play with a small anvil and tools for smithing and engraving. These are not useful on their own, but it helps avoid attention when visiting someone else's forge.

ITEMS AND TREASURE

The Rune Master can wear or use any items or Treasure that the Wizard can.

SPELLS AND MAGIC

The Rune Master has a choice: he can start play determining spells known exactly as the Wizard does or... He can choose randomly two spells as long as they are not both the same type (Defense, Attack, Heal). If he chooses the latter option he can start play knowing how to inscribe Spell Runes and can do so in between adventures as detailed in the Settlement rules.

· ADVANCED RULES ·

In the Advanced game, you can keep your Rune Master from game to game, building up the character as he or she progresses from adventure to adventure. This section of the rulebook gives you all the rules for taking your Rune Master right up to Battle-Level 10, including special rules for visiting Settlements, Training, and inscribing his own runes onto weapons, items and armour.

The Rune Master begins the game as a simple Apprentice – you will find his Battle-Level Table on the last page of this booklet. All the rules for Warhammer Quest still apply in the Advanced game, unless specifically stated otherwise!

· VISITING SETTLEMENTS ·

When visiting Settlements, the Rune Master presents himself as a normal Wizard and is treated accordingly wherever he goes. However, Dwarfs and Witch Hunters alike are always on the lookout for Rune Masters and will gladly bring the character to trial or simply execute him on sight. Therefore, when an Uneventful Day is rolled, use the following 1d6 chart:

· UNEVENTFUL DAYS TABLE (Roll 1D6)

- 1:** A delegation of Dwarfs has heard rumours about you, and they show up to question you. Roll again:
1. One of the Dwarves spots a tell-tale Rune on an item in your presence. When they shake you down, they find solid evidence that you've been trafficking in Klauser's Runes. The Dwarfs execute you summarily!
 - 2-4. One of the Dwarfs spots an offending Rune item in your possession. You must give up any one weapon or item that has been inscribed with non-Dwarfen runes. They destroy it and lecture you sternly about "Manlings not defiling the sacred Dwarf arts".
 - 5-6. Close call! You manage to talk your way out of the situation, but are so shaken you feel the need to leave the Settlement immediately.
- 2:** A Witch Hunter has heard rumours of you inscribing and using Runes and seeks to arrest you as an agent of Chaos. Roll 1d6 again:
- 1-3. Fight a duel against an equal level Witch Hunter in a back alley. If you need to delve into your inner Power to win the duel, you enter the next dungeon short that amount of Power. If the Witch Hunter wins, he arrests you and has ways of making you talk. He ends up confiscating your notes on Klauser's Runes. From now on, your character can learn no more of Rune Mastery unless he can somehow get another copy of Klauser's Runes!
 - 4-6. You show the zealot your official Wizard's License and donate 1d6x50 Gold to the Church of Sigmar to prove your faith. If you don't have the Gold, he grudgingly accepts an item of Treasure.
- 3:** A blacksmith's skulking apprentice threatens to rat you out, as he has seen you inscribing arcane symbols at his master's smithy! You must leave 1d6x20 Gold in the Outhouse behind a certain tavern or he threatens to inform both the local authorities and the whole Dwarf Quarter of your goings-on.
- 4:** A successful Mercenary offers to buy one of your weapons in a back alley. He will buy any one Rune item you are willing to sell for the market value plus 200 Gold.
- 5-6:** It really is an Uneventful Day!

Rune Masters may visit the same locations as Wizards, but they also spend enough time in the underworld to know how to find a Black Market. The Black Market is probably the safest place for a Rune Master to sell his wares! (See the Outlaw character from Citadel Journal #33.)

· TRAINING ·

The Rune Master levels as a Wizard with the following exceptions: He only gains 1d6 Power at Battle-levels 1,2,4,6,8 and 10. Also, from BL 2 to BL 4, the Rune Master only rolls 1 die to determine new Wizard Spells. From BL 5 to BL 10, he only rolls two dice and allocates them to Wizard Spells. He is really only giving partial attention to learning new Spells; the rest of the time training is spent poring through his notes trying to figure out how to imbue new Runes with magic.

Each time he levels, the Rune Master has the chance to learn a new Rune from the chart below. Each Rune has a different difficulty. To learn the Rune, the Rune Master must choose which one he'd like to study, and then roll 1d6 + his Initiative (Intelligence) and get the target number or higher. If he fails, he must wait until next level to try again as he is just not ready to grasp the concept and technique yet. Luck points will not help! (He may not learn ANY runes this level if he has failed but he may still learn new spells as normal.)

· KLAUSER'S RUNES ·

Difficulty Rune

6

RUNE OF SWIFTNESS - swift

A Rune of Swiftness adds +1 to its bearer's Initiative score, affecting his order of actions in the party as well as any dexterity-based Initiative tests (intellectual Initiative tests are not affected). For every two such runes in use, the bearer gains +1 Move.

6

RUNE OF RETURN - mjolnir

The Orc Boss grinned in anticipation as he dodged Grimholm's flying hammer, only to gasp in disbelief as it returned to his hand ready for another go!

This rune can be inscribed upon a throwing axe, hammer, knife, shuriken or other throwing weapon. Once per Adventure, the item can be thrown and still return to the owner's hand without having to be retrieved.

7

SPELL RUNE - magik

The Rune Master was fatigued and blood was pouring freely from his nose. Seeing that the party's dwarf was unconscious he smiled to himself and called upon the healing forces stored away in his "lucky amulet".

If a Rune Master knows how to inscribe a Spell Rune, he may use it to inscribe any spell he knows how to cast into a rune. The holder of the item can then cast said spell Once per Adventure, with no Magic Power cost and no chance of miscasting, no matter how much Power is in the Winds of Magic.

7

ARMOUR RUNE - armour

When inscribed on a piece of Armour or Shield, the Armour Rune adds +1 to the Toughness value of the item.

8**PROTECTION RUNE - displ**

The Protection Rune grants *Magic Resistance 6+* to the bearer. The effects of two or more of these runes are not cumulative. This rune will protect against ALL magic, including beneficial magic such as healing spells.

8**CUTTING AND SMASHING RUNE - kut**

This rune may only be inscribed on Weapons. It adds +1 point of Strength to any blow dealt by the weapon. If this rune causes a Wound on a hit that would otherwise not have injured a Monster, it will dim and cease to function for the remainder of the Adventure.

8**RUNE OF RENEWAL - inw**

This rune carries enough magical energy within it to repower any dimmed rune inscribed onto the same object. This will drain the Rune of Renewal, which will dim for the rest of the Adventure. The energy within this rune cannot be used for any other purpose.

9**FLIGHT RUNE - fly tru**

This rune can be inscribed onto a Throwing Axe, Spear or other throwing weapon, and will ensure that it will always hit its target (the player may still roll if he wants a chance at a critical hit.) After one use, the rune dims for the remainder of the Adventure.

10**MINOR DEATH RUNE - di**

A Minor Death Rune slays any creature of one specific race (such as Goblins, Orcs, or Beastman Gors) in an adjacent square Once per Adventure. The target Monster has to make a saving throw of 6+ against or dies instantly. The inscriber must have seen the creature in question at some time in his life for the rune to work.

11**LESSER DEATH RUNE - di all**

This rune is more rarely used than the Minor Death Rune due to its difficulty to learn. Lesser Death Runes must be inscribed onto weapons, and will slay any creature of a specific type if the weapon does ANY unsoaked damage to it in combat. Each rune works for only one group of creatures (such as Elves, Orcs and Goblins, or Chaos creatures) and does not dim through use. Daemons and Undead are immune to this effect, but all other creatures must Save vs. Death or die instantly. (If not using such house rules the Monster must save on 5+). The inscriber must have killed one of the creatures in question sometime during his travels.

12**GREAT DEATH RUNE - morr taks you**

Legend has it that this rare rune may only be inscribed by a god!

Any living creature hit by a Weapon carrying a Great Death Rune is automatically slain! This rune does not dim when used, although victims get to make a Save vs. Death (or save of 5+). Although it is listed in Klauser's book of Runes, inscribing this rune is extremely dangerous; several have attempted it and been found dead, their bodies unmarked, hours later. No sane Rune Master will try it.

If the Rune Master learns this rune he gains one Insanity Point, and he gains 1d3 Insanity Points every time he attempts to inscribe it. If he should fail during an attempt to inscribe the Great Rune of Death, then you must roll again. On a score of 2 or 3, the Rune Master is drained 1 point permanently of any one statistic (player's choice). On a score of 1 the item explodes as normal, possibly killing the Rune Master!

· INSCRIBING RUNES ·

Dwarfs have many restrictions placed upon them when it comes to inscribing runes. Human Rune Masters lack a spiritual approach towards their craft, and may therefore avoid many of these restrictions. Therefore, unless indicated otherwise for the specific rune, each of Klauser's Runes may be engraved upon any Item or Treasure that seems to be made of reasonable materials such as wood, metal or stone. Items that are already magical or enchanted may be enhanced with these runes, though Rune Masters never dare to add their meager runes to items already enhanced by a Dwarven Runesmith.

Each Rune takes 1d6 days to inscribe, so the Rune Master must find a suitable place to work and needs to rent time (for example at a Weaponsmith) and materials. This costs 50 gold multiplied by the Difficulty Level of the intended rune, apart from the cost of the item itself. Any Settlement Events that take place during this time that interrupt the Rune Master's work (such as Illness or being press ganged into the watch) automatically cause the inscribing attempt to fail. If the Rune Master's party is still in town after he has successfully completed a runed item, he may begin the process a second time, paying again for time and materials.

To inscribe the Rune itself, the Rune Master must make an Initiative check at the Difficulty Level of the intended rune. Before knowing the result, he may increase his odds by calling on his magical reserves. For each point of Internal Power the Rune Master spends, he gains +1 to his result. However, a natural rolled 1 is still a failure. However much Power he spends during a settlement visit is not recovered until after the next adventure, to represent the toll it takes upon the character's mind to expend this extra effort.

If the inscribing attempt fails, roll again. If the result is a natural 1, then the item explodes at the culmination of the ritual and there is a magical backlash which does (1d6 x the intended Rune's Difficulty) Wounds to the Rune Master and anyone else within a 12 yard radius. Needless to say, the resulting explosion may well draw negative attention even if the character survives the blast!

Unlike Dwarven runes, there is theoretically no limit to the amount of runes that may be inscribed upon a given item, and successful results may be cumulative. But it is quite risky to attempt to create powerful magic items this way. For each additional rune added after the first the Difficulty check is raised by 1, and the chance (upon a failed attempt) for a magical backlash increases by 1 as well (not to mention the potential size of the explosion!).

Finally, the art of rune mastery is a poor relation to the power of Dwarf runes despite the grandiose name. Even if the inscribing attempt succeeds, there is no guarantee that the rune will function permanently and there is no way of knowing at first. At the end of the creation process, the Game Master must make a secret Initiative check at standard difficulty (based on the Rune Master's profile) to see if the rune is permanent. If the roll fails then the rune will disappear forever after the very first time it is used. Until then, it looks perfect and a potential buyer has no way of knowing the value of the item (especially as Rune Masters tend to be rather secretive about this inconsistency in their work). If there is no GM, another player should make the secret roll, but not if that player is a potential buyer!

These items sell for the item's normal sell price + 200 Gold for each rune. However, the Rune Master needs to be careful not to sell in a Dwarf Citadel or anywhere else his runes might be recognized. If an NPC buyer has cause to be suspicious it is up to the GM what the consequences are, or the results could be role-played. An unscrupulous pawn shop owner may blackmail the Rune Master out of his item, while an armoursmith from a city that is concerned with Dwarven goodwill may attempt to turn the Rune Master in. Any Dwarf encountered, including party members (disaster!), may make an Initiative check at Difficulty 8 to determine if the item has blasphemously human origins. A Dwarven Runesmith knows automatically as soon as the item is examined or used.

ROLEPLAY GUIDELINES

The Rune Master is intended to be an advanced class, and presents a unique challenge. There are many flaws to this character compared to the Wizard, and few benefits. It will take longer to level this character depending on how much gold is spent on inscribing rune items, and there are many ways to lose the character entirely. It may be necessary to avoid grouping with Dwarves, as they do not take kindly to anybody using Klauser's Runes let alone inscribing them!

The few benefits include the challenge and illicit thrill of playing a character that so infuriates Dwarf kind. A successful Rune Master will also be able to outfit himself and his party with useful magic weapons and items and wield them in dungeons along with a decent amount of casting power.

When role-playing the Rune Master, it is important to understand that Klauser's name is writ in the Book of Grudges and Dwarfs take an active interest in removing all traces of his work. Imperial colleges of magic would be quite intrigued to see this character's spellbook, but the Empire has made rune mastery a crime punishable by death, mostly to appease their Dwarven neighbors. Witch Hunters are pleased to have opportunities to aid in the hunt for any casters that are no longer protected by law.

Thus a Rune Master will appear at first glance to be a Wizard, but Rune Masters are driven to their own special blend of paranoia and arrogance. They know that their area of study is illicit, but they tend to be righteous in their belief that the Dwarfs are greedily trying to keep the knowledge of Rune Magic as their own. After all, if human Wizards were casting spells from runed items more often instead of exposing themselves constantly to the corrupting influence of the Warp, then wouldn't that lower the chances of Chaos corruption?

If you are using optional Insanity rules, then the Rune Master should be treated as the Wizard. Neither character is protected by sticking to the spells of one Color College, and therefore is at greater risk of insanity being that they are dealing with more of the raw powers of Chaos than the human mind can handle. However, a Rune Master will likely not go insane as fast as a Wizard, since he doesn't learn as many spells. A higher-level Rune Master that is relying heavily on his runed items will also be able to avoid chances for chaos manifestations and spell failures.

GENERAL NOTES AND ACKNOWLEDGEMENTS

This character is adapted from the WFRP 1st Edition version of *Realms of Sorcery*, written by Ken and Jo Walten.

· RUNE MASTER BATTLE-LEVEL TABLE ·

Battle-Level	Gold	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Power	Escape Pinning	Save vs. Death
1	0	Apprentice	2	6+	3	1	3	1d6+6	3	1	1	3	1d6	4+	5+
2	2,000	Journeyman	2	6+	3	1	3	2d6+6	4	1	1	4	2d6	4+	5+
3	4,000	Journeyman	3	6+	3	1	3	2d6+6	4	2	1	4	2d6	4+	5+
4	8,000	Journeyman	3	5+	3	1	3	3d6+6	4	2	2	4	3d6	4+	5+
5	12,000	Rune Master	3	5+	3	2	4	3d6+6	4	2	2	4	3d6	3+	4+
6	18,000	Rune Master	4	5+	4	2	4	4d6+6	4	2	2	5	4d6	3+	4+
7	24,000	Rune Master	4	5+	4	2	4	4d6+6	4	3	2	5	4d6	3+	4+
8	32,000	Rune Master	4	5+	4	2	4	5d6+6	5	3	3	5	5d6	3+	4+
9	45,000	Rune Lord	4	4+	4	3	4	5d6+6	5	3	3	5	5d6	3+	3+
10	50,000	Rune Lord	4	4+	4	3	4	6d6+6	6	3	3	5	6d6	3+	3+