



RQ STARTER SET



CORRECTIONS & ERRATA

Updated 26 January 2022

These corrections and errata for the RuneQuest Starter Set have been made to the current .pdf release and future printings. Only issues relevant to gameplay are included here. Typographical and consistency edits and formatting corrections have been made, but are not provided here.

ADVENTURER FOLIOS

ARANDA

- **How to Play Aranda:** Change Status to Stasis
- Diagram AP head hit location is 5
- Medium Shield is SR 6 and 12 HP
- Read/Write Esrolian should be Theyalan
- Bargain 35%, Speak Earthtongue 15%, Speak Esrolian 65%, Speak Tradetalk 35%
- Adjust Bladesharp 2 to 1 and remove Heal

DAZARIM

IONARA

- **How to Play Ionara:** Delete the last sentence in the 5th bullet and the 6th bullet entirely.

MAGO

- Battle Axe SR 7 and Broadsword SR 6
- Spirit Combat Damage 1D6
- Speak Tradetalk 15%

MAKARIOS

- Skill category modifiers are Knowledge +5%, Magic +0%, Manipulation +10%, Perception +5%, Stealth +5%
- Add Devise 25%

NARRES RUNEPAINTER

- Water Rune 75%, Fertility 25%, Death 75%
- Magic points are 27 (15+12)
- Rapier does 1D6+1 damage
- Skill category modifiers are Knowledge +5%, Manipulation +10%, Perception +5%, Stealth +5%

HARMAST

- **How to Play Harmast:** Delete last two sentences in last bullet.

NATHEM

- Fertility Rune 35%
- Diagram AP for head should be 1
- Skill category modifiers are Agility +10%, Communication +0%, Knowledge +0%, Magic +5%, Manipulation +10%, Stealth +5%
- Worship (Odayla) 30%
- Change Love (clan) to Loyalty (clan)

Rurik, Nathem's Shadowcat

- Use the following characteristics.

STR	CON	SIZ	DEX	POW
8	15	6	26	9

- Attacks are at SR 7

SORALA

- Change Loyalty (family) to Love (family)

VARAKOS WOLF-KILLER

- Broadsword does 1D8+2 damage
- Loyalty (Colymar Tribe) 70%

VASANA

- Diagram AP on arms and legs should be 6 each
- Add Dark Walk (1 pt, Air Rune, page 42) to spells

Molon, Vasana's Buffalo

- Adjust HP in each hit location by +1
- Head Butt & Trample attacks are SR 7
- Head Butt & Trample attacks PTS are —

VISHI DUNN

- Change Ride (Horse) 40% to Ride (High Llama) 65%
- Speak Tradetalk 25%, Track 20%

Cousin Monkey

- Use this hit location chart.

HIT LOCATIONS

LOCATION	D20	AP/HP
Right Hind Leg	1-2	2/7
Left Hind Leg	3-4	2/7
Hindquarters	5-7	2/9
Forequarters	8-10	2/9
Right Foreleg	11-13	2/7
Left Foreleg	14-16	2/7
Head	17-20	2/8

Vishi Dunn's High Llama

- HP should be 23
- Attacks are at SR 7

VOSTOR

- Add Worship (Seven Mothers) 30%
- Search 30%, Track 10%

YANIOTH

- Adjust HP in diagram by +1 per hit location
- Adjust STR to 13
- Medium Shield SR is 6
- Read/Write Theyalan 15%

BOOK 1 - RULES

Page 6, 1st column, 2nd paragraph:

- Change "he does" to "he does not"

Page 9, 2nd column, Opposed Resolution, "Tie" bullet point: Change "same number" to "same type of success"

Page 18, 1st column, Inspiration, "Failure" bullet point: Modifier is -10%, not -20% (this is correct in the rules reference handout)

Page 27, 1st column, 2nd bullet: Add "and ignores armor."

Page 29, 2nd column, Natural Healing: Delete "and the speed of healing increases" from the 4th sentence.

Page 41, Bind Ghost: Type should be *Ritual*, not *Instant*

Page 42:

- **Command Worshipers:** Delete "Instant"
- **Cure All Disease:** Add "*Instant*" to Type

Page 43, Dismiss Cult Spirit (Elemental): Rename to "Dismiss (type) Elemental"

Page 44, Healing Trance: "*Temporal*" should be "*Duration (special)*"

Page 47:

- **Oath:** "*Permanent*" should be "*Duration (special)*"
- **Passage:** Add "*Type: Ritual*"
- **Path Watch:** Add "*Type: Self; Duration (special)*"

Page 48, Safe: Add "*Type: Touch, Duration*"

Page 49:

- **Shield:** Magic Rune should be "*Rune varies by cult*"
- **Spell Trading:** Cost is 2, not 2+
- **Spirit Armor Enchantment:** Cost is 1+, not 1
- **Summon (Cult Spirit):** Magic Rune should be "*Rune varies by cult*"

Page 50:

- **Summon Elemental (type):** Rename to "Summon (type) Elemental" and Magic Rune should be "*Rune varies by cult*"
- **Summon Healing Spirit:** Replace Fertility Rune with Harmony Rune

Page 51, Warding: Cost should be 1+, and add "*Type: Ritual*"

Page 54, 1st column, 3rd full paragraph: Add "(INT×3)" after "concentration check".

Page 58, Knockout or Stunning: Remove “or Stunning” from section title.

Pages 60–61, Skills Over 100%: Add the following text after the example on page 61.

Also, an adventurer with a skill above 100% may perform multiple attacks in a round, if there are adequate strike ranks to do so. The skill must be divided into two or more increments, with each having a minimum of 50%.

Page 61, Thrown or Dropped Objects: Replace second bullet with this:

- For every 3 SIZ an object has (round down), add 1D3 to the damage it does.

Page 61, Two Weapon Combat: Remove last paragraph of entry (it has been moved to **Skills Over 100%**).

BOOK 2 – GLORANTHA

- **Page 26, Jonstown Area map:** Map has been updated to correctly show the border between the Cinsina and Culbrea Tribal lands. Horse Rest is now clearly in Culbrea territory.
- **Page 60, Farfield:** Correct name is “Farview”
- **Page 60, Gejay Hills:** Change to “separate” to “once separated”
- **Page 60, Horse Rest:** Description is correct, map on page 26 has been corrected.

BOOK 3 – SOLOQUEST

INTERIOR ART: Hazem Ameen, Dimitrina Angelska, Antonia Doncheva, Michelle Lockamy, John McCambridge Robson Michel, Lőic Muzy, Mark Smylie, Gábor Szőgyi

Page 26, Entry 72, 3rd paragraph: Delete the last sentence about the consequences of a fumble.

Page 38, Entry 121: “Stealth” should be “Move Quietly”

Page 42, Entry 135: Delete “plus 1 for each additional Rune point spent”, and “45%” should be “50%”

Page 47, Caption: Should be “Spoils of War”

Page 50, Entries 170 and 172: Text has been clarified to be nonspecific as to what weapons Vasana is using.

BOOK 4 – ADVENTURES

Page 10, Dark Troll Mercenaries: Extinguish should be 1, not (1)

Page 13, 2nd column, 2nd paragraph, 3rd sentence: “Colymar” should be “Cinsina”

Page 15, To Mernyr’s Landing Map: “Clay Man” should be “Frithan”

Pages 26–27: This not a correction so much as a clarification. **The phases of the fire are not intended to be played through as if they are combat rounds.** Instead, each phase should be defined by the gamemaster as required, allowing the adventurers to perform their desired actions.

Page 39, Andralor: Rune Points should be 0 out of 2, not 0 out of 4

Page 40, Marnus: Use this hit location chart:

HIT LOCATIONS

LOCATION	D20	AP/HP
Right Hind Leg	01–02	1/3
Left Hind Leg	03–04	1/3
Hindquarter	05–07	1/4
Forequarter	08–10	1/4
Right Foreleg	11–13	1/3
Left Foreleg	14–16	1/3
Head	17–20	1/4

Page 42, Ivarni: Rune Points should be 0 out of 2, not 0 out of 1

Page 48, 2nd column, 7th paragraph: Change “three meters” to “several meters”

Page 61, Slud: 1H Club has SR 4

Page 62, 1st paragraph: Should be Ironhand 2

Page 67, Rock Lizard Ghosts: Move should be 16

Page 70, 2nd column, 2nd paragraph, last sentence: Remove the words “at the position marked by the asterisk”.

Page 71, Cha'resk, Runes: Delete Harmony 95%

Page 72, 1st column, The Diplomatic Approach, 2nd paragraph: Reference to "Kallyr" should be "Leika".

Page 72, 1st column, 5th paragraph, 2nd sentence: "STR" should be "STR+SIZ"