THE VILLAGE OF WOFE
POPULATION 120

A. THE PHEASANT TALE INN AND TAVERN
B. RENWORTH'S GENERAL STORE AND APOTHECARY
C. HAMMER AND CLASP BLACKSMITH'S SERVICES
D. COLLECTIBLES AND RELIQUARY
E. WOFE COMMUNITY STABLES
F. FALLEN CENTAUR HUNTSMEN'S CLUB
# Rune of Chaos

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Introduction

Rune of Chaos
The land less travelled is always ripe with adventure, it is here that the brave (or foolish) venture. The wilds of every world hide unmentionable evil to be battled and powerful good to be discovered.

The forest of Peranai is no exception. Peranai is an old elfen wood, thick with the magic of many generations past. It is a harrowing place where adventurers have gone for centuries to look for the true keys of power, the blood of the gods... runes. This thick forest spans many kilometres, with numerous ancient burial mounds scattered along the shadowed undergrowth. Most of these burial mounds have been hollowed out by grave robbers and large predators making their dens, such lairs abound in the teeming forest. For years it has been a testing ground for would-be adventurers, claiming many of them.

Within the Peranai there have been dozens of minor runes found over the years, a fact that is well-circulated and no secret in the surrounding area. Both good and evil from many a day’s ride away have been drawn here by the lust for these runes and the power they can bring. Venturing along the packed-soil cart roads and peat moss footpaths that twist and turn throughout the forest can put a travelling party in contact with any number of threats or opportunities.

On the southernmost side of the forest there lies a small village, called Wofe, built a few hundred paces from a dilapidated stone keep. The keep was built by early settlers that came to the Peranai, and was supposed to protect against the evils that lurked within the dark forests, however it was long devoid of life when Geramaine Wofe and his wife Susanna came and broke first ground on his new village. When Geramaine began his logging business, others heard of his success and came to join him.

The village Wofe swelled and now supports fifty families comfortably. Using the outlying forest for lumber and small game hunting, but also enjoying the added economy of trade from adventurers heading into the Peranai, Wofe is a tiny beacon of civilisation on the border of a wild, unconquered place.

In This Adventure...
...the aged daughter of Geramaine and Susanna, Sadradi, has fallen quite ill and knows her life is coming to a close. She always has been dedicated to the protection of her village and the people who call it home. In recent months Wofe has suffered many disappearances of livestock, with a visiting farmer having gone missing just last week. Sadradi feared that a dark evil has nestled in her quaint little town and that when she passes to the next world, it will take over the village and undo her family’s work. Subsequently she contacted a far off temple to the god of knowledge and the divinations of the priests there came back with the warning 'the source of Sadradi’s evil in Wofe is close to home.'

The old woman took this as confirmation that something evil has moved into the village or corrupted one of her neighbours, rather than guessing the even more terrible truth.

Sadradi decided to set a trap for this malign presence and draw it out into the open. Spending a small fortune through a secret courier to obtain a mystical rune from one of the larger cities elsewhere in these lands, the old woman began the building and planning of her elaborate ruse. Surrounding the foot of the keep, just a few dozen metres from the edge of the Peranai, she had several strange obstacles and odd structures built. Within a month she created a training ground that extends several metres into the forest, with a marked horse trail going a full kilometre down one of the side paths. The village is a blur of rumours, and some think that she has gone mad in her old age.

She then proclaimed her intentions. Announcement parchments were drawn up and sent to nearby settlements to be tacked up for all to see. Wofe is to hold a special tournament of arms and skill for any champions to come and test their abilities against one another. The prize is simple – Sadradi’s powerful ‘Rune of Destiny.’ By putting up a rune of such power for a simple test of skills, Sadradi believes that the unseen enemy will come forward to try and gain it. She has also hired a small number of mercenaries who she trusts not to be part of the evil on the pretence that they will allow the local militia more time
to enjoy the events whilst in reality she hopes they will be able to help defeat the evil once it has been revealed.

The Player Characters will be drawn into the adventure by stopping an attack on a wagon travelling to the tournament. During the attack, a champion who was to go to Wofe and compete is slain. The Player Characters are then asked to take his place.

Ever since the tournament was announced, several similar attacks on capable champions have taken place outside of the village. This has left the list of competitors short, only a handful will compete. When Sadradi sees the characters arrive and hears of their heroic deeds saving the wagon driver, she hopes that they will be able to help fight the evil lurking in Wofe.

The tournament itself is a test of skills in several different events, many of which the characters may or may not be very good at. No matter how well or poorly they do in these events, there is always the promise of a major boon in the sundown Grand Melee, where all competitors will come forward and fight to the last champion standing.

During this Grand Melee, a betrayal most foul will and Sadradi will find out exactly who and what sort of evil is lurking in her tiny village. There will be a terrible price to pay and only the characters will be able to stop it, if they cannot the denizens of the Peranai might claim yet another settlement on its borders.

Preparing to Play

Rune of Chaos is a short, introductory adventure can be placed in nearly any RuneQuest campaign, but the Games Master may need to tweak a few things here and there for his own setting, but the overall plot behind the adventure should remain.

A copy of RuneQuest, a notepad, pencils and a full set of dice (at least one of each of the following: D20, D12, D10, D8, D6 and D4) are needed to play Rune of Chaos. Players and Games Masters may also find copies of the RuneQuest Companion or Glorantha – The Second Age as good reference points for several minor facets of the adventure. Every encounter in the scenario has statistics listed for those involved, but some Games Masters may wish to have extra information at their fingertips for when Players take interesting turns away from the main plot, or want to come back to this setting later in the campaign. It may also be helpful to have a few of Mongoose Publishing’s RuneQuest miniatures or counters and some form of map handy for when battles break out, but these are also not essential.

Rune of Chaos assumes that a heroic party of adventurers is involved in the scenario. However the Games Master may need to manipulate events a little to get them to follow the plot. Whilst the setting is designed to allow a group of intrepid heroes to swoop in and save the day (in a matter of speaking), a more amoral and selfish party could find this adventure rewarding. It essentially is up to the Games Master to make it work, but the adventure scenario lends itself to modification.

Games Masters should read and become familiar with the entire scenario before attempting to run it. This should allow Games Masters to seamlessly fit each encounter together with the last, or to evolve their methods to mesh the encounters with the sometimes unpredictable actions of his Player Characters. This is extremely important, as Rune of Chaos allows a healthy degree of action in the village of Wofe that could steer the Players away from the main storyline.

This scenario is designed for three to five starting Player Characters, though it can be easily adjusted or adapted to accommodate groups with higher experience, abilities or attendance. Should Games Masters have more or fewer Players they can easily use their own judgment to strengthen or weaken the severity of some encounters.

This adventure assumes the Player Characters have not yet been to the Peranai area, and that they are just passing through or hoping for one of the supposedly ‘frequent’ rune sightings in the forested area. They can be simply moving from one place to another, as this opening encounter can easily take place within a few kilometres of Wofe.

For the convenience of the Games Master who wants to use Wofe and the Peranai in his campaign beyond just as a setting for this scenario, we have included a map and some additional information about the area. As always, if this does not fit well with a Games Master’s current RuneQuest campaign he should change it as he sees fit.
A Simple Day of Travel

A Beautiful Morning
The Player Characters will be enjoying a pleasant morning walk (or ride, if they have steeds) through the countryside when they come to an object in the road. This will hold their attention long enough for at least one of them to notice what is occurring just inside the tree line. As the Player Characters travel read the following aloud:

The sun is a reminder that not every day in this land is a bitter one. From within the dense copse of oaken trees nearby you can hear the songs of a dozen different birds, and a gentle breeze from the north is blowing the scent of new flowers to you. It is a beautiful morning indeed. Your reverie is interrupted when you spot a strange object in the road ahead.

If the Player Characters ignore the object and try and go in another direction, skip ahead to the Perception skill test below. If they choose to investigate the object, read the following aloud:

As you draw nearer to the object in the road, the day suddenly seems less wholesome. Surrounded by a swarm of flies is the torso of a young man. He has been bisected from one shoulder and through to the opposite hip, his blonde-haired head stares skywards.

The Forest of Peranai
A dark and thick forest of very old trees, the Peranai is a dangerous place for the unwary. The worn paths are more or less safe during the day, with only the occasional brigand lurking to spring an ambush. Anywhere off these ‘roads’ during the day, or under the entire tree cover after dusk is not safe. The forest is crawling with savage predators, and the enigmatic and powerful elfs that once policed the area have all but been wiped out and replaced by the savage and Chaotic broo.

The Crimson Hoof tribe of broo have ruled the darkest places of the Peranai since they initially raided the Stonewatchers Keep generations ago. The tools and weapons they took from the keep in that raid was exactly what they needed to strike a lasting blow against the elfs of the forest – and they are now the primary sentient lifeform within it. This is why travelling in the Peranai is so dangerous for all but the most proficient warriors.

There are several large lairs in the ancient elfin burial mounds, hollowed out by grave robbers, inhabited by many dangerous creatures. For every eight hours spent in the Peranai there is a 75% chance of encountering one of these inhabitants. If this occurs, roll 2D6 and see below as to what has been encountered.

<table>
<thead>
<tr>
<th>2D6 Result</th>
<th>Random Encounter†</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>1D3 elfin scouts; will be wary of most outsiders but will not immediately attack</td>
</tr>
<tr>
<td>3-5</td>
<td>One centaur warrior hunting for broo; will likely try to enlist allies if possible</td>
</tr>
<tr>
<td>6-8</td>
<td>1D4 Crimson Hoof broo warriors; patrolling for food - and the PCs qualify!</td>
</tr>
<tr>
<td>9-10</td>
<td>2D3 wolves starved due to broo over-hunting; will attack if they outnumber PCs</td>
</tr>
<tr>
<td>11</td>
<td>One brown bear foraging for food; will only attack if bothered</td>
</tr>
<tr>
<td>12</td>
<td>1D2 dark trolls hunting elfs for food or broo to kill; they will attack PCs if not bribed suitably</td>
</tr>
</tbody>
</table>

† All of these creatures can be found either in the Appendix of this book, or in the Monsters chapter of RuneQuest.