

Pete's RuneQuest & Roleplaying!

A Thousand-And-One Cool Roleplaying Ideas

A thousand-and-one ideas? Well, no, not really. Actually there are a lot more than that. Since 1996 [Pete's RuneQuest & Roleplaying!](#) has been serving fantasy roleplayers with ideas, scenarios, magic items, found items, chaotic features, art, and a

lot more. It's commercial-free—no pop-ups, banner ads, or registration—and firmly on the side of fun and imagination. Gamers are encouraged to contribute their own ideas to *The Chaos Project*, an ever-growing list of ideas on the site. Here are some examples:



CHAOS FEATURES

1. In combat, creature makes at least one secretly spectral wound against every enemy. Whether the chaos creature lives or dies, their victims' wound(s) will become infected, and no matter what the treatment the wound will slowly spread. The result is pain and disability, over time. However, the wound is only imaginary. It can be cured by a Dispel Illusion (xd3), Dispel Magic (xd6), or by overcoming the victim in a combat situation with a Fanaticism spell -- or any spell that seriously alters the victim's mental state in a positive way.
2. Creature begins to exude a mildly pleasant-smelling yellow goo from elbows which heals 1d4 points of specific or general damage per dose if swallowed. Produces 1 dose per hour per elbow.
3. 1 random hit location of victim becomes self-aware (in the case of a player-character, the part becomes an NPC). If the head is rolled, some specific part of the head becomes independent: hair, nose, ears, eyes...something.
4. Victim must go through any door which opens within their view. Even if going through means instant death, they are unable to resist passing through any portal which opens before them. They can, if able, turn and go back through the door once through, but this will at a minimum take one round
5. Victim contracts cancer, which is fatal with 1d12 months (which should really be the most common effect of exposure to Chaos, anyway)
6. Victim becomes what they have always wanted to be (but there is a 50% chance that the result is



MAGIC ITEMS

1. **A heavy bronze necklace**, studded with semi-precious gems. It contains a magic spirit, INT 13, POW 16. The necklace has one casting condition on it: if anyone comes up behind the wearer with a weapon in hand, the spirit inside it casts a Light spell on their eyes.
2. **The Red Sash of Falkayne**: a small red sash, one meter long and 25cm wide, marked with apparently meaningless runes in black. If the user casts all their magic points but one into the sash and then ties it around their waist, they cannot lose the final magic point. This makes them immune to spirit combat. However, they cannot regain magic points until they untie the sash, at which point MPs return normally. The sash is indestructible. Only one is known to exist.
3. **Lump of Chaos**: A lump of solidified Chaos. Anyone who touches it will acquire 1 chaotic feature per round of contact.
4. **The Orb of Communion**: A massive (1.5 meter diameter) globe of polished black stone, set atop a square 2m across, 1m high pillar of grey granite. The top of the pillar is hollowed out, so that only the top half of the Orb shows. Any entity within 30m of the Orb is in full Mindlink with every other entity: which means they have access to all of their spells, skills, magic points, and knowledge. The Orb is extremely heavy, but it could theoretically be moved. However, it is likely to be found in some heavily guarded magical area.
5. **Aleron's Vambrace** (7 POW)
History: Created by a noble for his sickly son.
Description: A small gold-chased bronze plate vambrace with a heraldic symbol inlaid in semi-precious gems. Fits SIZ 6 - 10. 8AP.
Powers: The wearer automatically has enough STR and DEX to use



FOUND ITEMS

1. A grey stone the size of a walnut which strongly resembles the parent or guardian of one of the PCs. This is not a carved rock; it does not have fine detail. Nonetheless natural forces have sculpted this random stone into a strong impressionistic likeness of someone that one of the PCs loves.
2. Hidden behind tall grass is a half-meter diameter pit of fine white sand. There is an irregular patch of reddish-brown discoloration near the center; it is about 20cm (8 inches) across. Anyone who digs one meter down through the sand (which will take one person half-an-hour) finds a corroded magic dagger. It has the effect of a permanent Bladesharp 2 (+10% to hit, +2 damage), but is somewhat fragile; it only has four armor points left, and cannot be repaired.
3. A crumpled-up, stained and torn old draft of a love letter. It is unsigned.
4. A half-buried yellowed but smooth old stone. If dug up, it is revealed to be a skull. Further investigation reveals that there is an entire skeleton which has been buried here in a standing position, with only the very top of the skull showing.
5. A small crumpled piece of torn cloth, apparently from a shirt, on the ground. Written in Tradetalk (in blood) are the words "I'm being held prisoner. Please help me!" A Search reveals a small opening in the roots of a large tree nearby. There are bars set well back from the opening, and glaring eyes may be seen within.
6. It looks as if some strange game was played here; a square with lines and symbols has been scratched into the dirt. There are crooked dice, some blood, and four inhuman fingers on the ground nearby.
7. A small wooden plaque with a crude image of a cow burned into it.
8. A blood-red vine is strangling a young tree nearby. The sap of the vine is caustic, doing

There are over 500 more chaos features, more than 80 new magic items, and over 500 found items online—plus a runic sorcery system, magic item creation system, a rune font, and online game, and too much else to fit here—at

www.maranci.net/rq.htm

...and of course it's all free.