

# "A TEST OF VIKING VIRTUE"

## RUNE

A CUSHION ENCOUNTER  
BY MICHELLE A. BROWN NEPHEW

*The heroes trudge along through the dark corridors of the Underground. They are young and untried Viking warriors in search of the silver that will make the skalds sing their praises so loudly that even those brave warriors in Valhalla might hear of their valorous deeds. The tales remembered by the village elders tell of strange creatures and glorious treasure in these twisting subterranean tunnels, and so the heroes continue on their way through the gloom ...*

**The following is a sample encounter for the new Rune RPG from Atlas Games, which is based on the computer game by Human Head Studios. In Rune, players each construct an encounter using Rune's point system of encounter creation. The designer spends points for features like traps that might injure the heroes, but earns points for beneficial elements such as treasure and healing opportunities. It's a lot like character generation, in that designers get the chance**



THE GAME OF VIKING MAYHEM  
BY ROBIN D. LAWS

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to min/max their creations, but others actually appreciate it when a designer shares a well constructed encounter with them.

The players then each take a turn as the “runner” who GMs his own encounter; the encounters each lead from one to the next smoothly because they’re usually set in a subterranean network of caverns called the Underground, which provides a shortcut between the human realm of Midgaard and the mythical lands of the gods and other races. In advanced sessions, one person is designated the “plotter” and is responsible for creating “plot encounters” to give the more general “cushion encounters” that the other players bring a more solid storyline.

The encounter below may look a bit odd at first; since it’s not part a set of plot encounters, it cuts straight to the combat scenes instead of asking the players to flesh out their motivations or otherwise waste valuable game time that could be better spent killing things and taking their stuff. It also has notations about specific kinds of rolls — like Standard, Weak Link, Freestanding, and Singular — that the designer of the encounter chooses to fit the situation. This all needs to be written down because the heroes gain victory points every time they succeed at a roll that’s a part of the encounter notes, but the runner earns victory points every time a hero fails a roll. After the encounter, players are entitled to see the runner’s notes to confirm they follow the rules. Once the session is over, everyone adds up their victory points to see who wins, making *Rune* a competitive roleplaying game.



**Encounter Title:** A Test of Viking Virtue  
**Type:** Cushion Encounter  
**Hook:** The Underground

**Summary:** Your horde finds a holy place deep in the Underground where they must undergo tests of their bravery, combat prowess, and skalding ability. A divine treasure is their reward.



**Narration:**

As your horde of Viking warriors makes its way down yet another tunnel in the Underground, you all notice the walls have slowly changed from the rough stone of a natural rock passage to a smooth, unblemished stone the color of the finest ivory sword pommel. Soon you see a radiant light coming from up ahead, and at last you enter a chamber made of the same unnaturally pale rock. The room is perfectly circular, with a 15-pace-high domed ceiling and a diameter of about 15 paces, as well (note that a pace is about 30 inches, or 3/4 meter). In the center of the space stands a pedestal about four paces tall, and hovering another six paces above it is a ball of glowing golden brilliance, which lights the entire room. It’s obvious that within the luminous globe is a magnificent treasure of inestimable worth. One of your number tries to jump up and grab the treasure, but finds that the hovering ball of light is impenetrable ... all he gains for his effort is a residual glow on his hand that slowly fades away after a few minutes.

**CARROT —  
 AURA OF THE GODS**

**Standard roll;** roll *Divine Awareness vs. Difficulty 8*, to gain +2 increase to *Runes Ability* roll below, and to learn the following:



**Closer Inspection:**

Heroes who make the *Divine Awareness* roll feel the hairs on their necks rise and a chill in the air. They realize this place is definitely touched by the gods.

**Points Spent:** 20 (Difficulty 8)  
**Points Earned:** -10 (+2 increase x 5 x 1 round)

**GAIN —  
 THE WRITING ON THE WALL**



**Closer Inspection:**

As the heroes look around the room, they see three runic inscriptions carved into different spots, all at eye-level, on the flawlessly smooth walls. They also see identical inscriptions on the pedestal’s stone top, each in the curve of a separate fist-sized indentation. A longer inscription also runs around the base of the pedestal.

**Freestanding roll, Singular: No Fault;** roll *Runes vs. Difficulty 8* to learn the following:



**Closer Inspection:**

Heroes who succeed at their *Runes* roll learn that the first of the three inscriptions is the symbol meaning “Tyr, God of Justice,” the second is “Thor, God of Combat,” the third gives the name “Odin, God of Wisdom.” The longer inscription on the pedestal reads: “A Test of Viking Virtue.”

**Points Earned:** -8 (Freestanding Difficulty 8)



**Narration:**

The hero nearest the Tyr inscription on the wall now notices that it has begun to glow with the same golden cast as is protecting the treasure. The glow intensifies as he comes nearer. When he reaches up and places his hand on the rune marking, a large section of the curved wall surrounding the rune dissolves to reveal a darkened chamber beyond.

**Note:** The three events must be encountered in the order given on the pedestal. The doors will only open if the pillagers activate the rune markings on the walls in that order.

**EVENT 1:  
 TRIAL BY JUSTICE**



**Narration:**

When the “Tyr, God of Justice” inscription is activated, a large portion of the curved pale wall around it vanishes to show a dark room on the other side. In the center of the chamber is a runestone about the size of a warrior’s fist, hovering five paces above the ground and surrounded by the same otherworldly radiant glow. Its warm light is enough to illuminate the area immediately surrounding it, but not much more. This place has the same dimensions as the antechamber.

**GAIN — SHRINE TO TYR**

**Freestanding roll, Singular: No Fault;** roll *Divine Awareness vs. Difficulty 6* to notice the following:



**Closer Inspection:**

Those who succeed at their roll realize that this room is, indeed, a shrine to the god Tyr. Tyr is the god who presides over public assemblies and legal matters. He looks well upon acts of spectacular suffering, as when Vikings honor his deeds by walking into traps.

**Points Earned:** -0 (shrine to Tyr, over the “two shrines per encounter” limit); -10 (Freestanding Difficulty 6)



**Narration:**

Your heroes step into the chamber, and the wall reappears behind the last warrior. As the heroes watch, a thick oil-like liquid seeps up from the floor in a ring around the floating runestone. There is now a three-pace by six-pace “safe” spot on which the heroes stand against a blank wall, and a three-pace-diameter island in the center of the room that is free of the goop; the rest of the room is filled with the stuff to a depth of about one pace. It begins to seethe and bubble ominously as the heroes realize that the way to reach the runestone and please the god Tyr is to walk through the toxic-looking substance.

**HAZARD – DIVINE GOOP**



**Narration:**

As a hero tries to walk across the 9-pace-wide writhing mass of goop, it sucks at his feet, making progress slow and painful.

**Singular:** **Endurance Test, Bravery** roll (**Stamina** is the governing Characteristic) **Difficulty 8**; at least one character must last four rounds (this means he must **roll four successes in a row**) to walk to the clear island in the center of the chamber with no damage from the caustic goop. On a failure, his feet begin to burn as if immersed in acid and he suffers **recurring, armor-ignoring damage of Dam rating 14 each round** he continues to stand in the stuff. At this point, he can keep trudging forward for the remainder of the four rounds, taking damage every round until he reaches the island, or he can avoid the damage by leaping back to the open space near the wall, humiliated. The goop **does not damage equipment**, only Viking flesh.

**Points Spent:** 60 (Endurance Test = 20 [Difficulty 8] x 3 extra rolls); 35 (Dam rating 14 x 2.5 for recurring); 10 (armor-ignoring damage).

**GAIN – TYR’S RUNESTONE**



**Narration:**

Once this test of Viking honor has been overcome by walking through the divine goop, the glow surrounding the levitating runestone fades, and the stone slowly lowers to the floor. On inspection, you find it is actually a fist-sized chunk of silver with the name of Tyr inscribed on it in runes. It weighs approximately 9 oz.



**Background:**

The runestone will only lose its protective globe and allow the heroes to retrieve it if one of the heroes walks across the caustic oily substance of his own volition. Jumping across or otherwise cheating does not sit well with the God of Justice, Tyr.

**Points Earned:** -9 (Tyr’s runestone as petty silver)

**GAIN – VICTORY POINTS FOR TYR’S TEST COMPLETION**

The heroes who ultimately crossed the divine goop to retrieve the runestone (ie. either made all of their Endurance Test rolls or took the recurring damage to cross the hazard) also get victory points for completing this test. Split **20 victory points** among them.

**Points Earned:** -20 (20 point victory point award at 1 point each)



**Narration:**

One of the Vikings in your horde retrieves the silver runestone of Tyr, and the wall behind you dissolves to allow entrance back into the antechamber before closing up again. Another trial awaits you, and you leave this room eager to face it ...

**GAIN – HEALING OPPORTUNITY**

After passing Tyr’s test, the heroes may exit to the antechamber and take time to heal before the next event. There is **no limit** on the time they spend there.

**Points Earned:** -30 (unlimited healing opportunity)

**EVENT 2:  
TRIAL BY COMBAT**

**GAIN – SHRINE TO THOR**



**Narration:**

When the “Thor, God of Combat” inscription is activated next, a large portion of the flawless alabaster wall around it vanishes to show a dark room on the other side. In the center of the chamber is another runestone about the size of a warrior’s fist, hovering five paces above the ground and surrounded by the same otherworldly radiant glow. Its warm light is enough to illuminate the area immediately surrounding it, but not much more. This place has the same dimensions as the antechamber.

**Freestanding roll, Singular: No Fault;** roll **Divine Awareness vs. Difficulty 6** to notice the following:



**Closer Inspection:**

Those who succeed at their roll realize that this room is, indeed, a shrine to the god Thor. Thor is the god of thunder, a powerful deity who is upright in character but fearsome to his enemies. He looks well upon thick-skulled bravery, as when warriors refuse to retreat in the face of a superior foe.

**Points Earned:** -25 (shrine to Thor); -10 (Freestanding Difficulty 6)



**Narration:**

Your heroes step into the chamber, and the wall reappears behind the last warrior. At this point, a black-furred Wendol charges out from the darkness, slamming its massive bulk into the nearest Viking. It tries to knock him down and pin him to the ground, so that it can then tear out his throat.

**CARROT – IT’S UNNATURAL!  
(WEIRD MAGIC)**

Before entering combat, all heroes get a **Freestanding roll, Singular: No Fault;** roll **Awareness vs. Difficulty 6** to notice the following:



**Closer Inspection:**

This Wendol is not your garden variety wilderness beast. As a divine servant of Thor, and so bound to protect the runestone of that god, it has been granted an aura of holy power.



**Background:**

This Wendol has been gifted with eternal youth so that it may hold it guard in this chamber until Vikings of worth prove themselves in mortal combat against it. Note that it is NOT immortal; the Wendol does not age, but can be killed by Viking blades like any other animal. Thor has also given the Wendol his divine blessing, which grants the beast +3 to its Soak.

**Points Earned:** -10 (Freestanding Difficulty 6)

**Points Spent:** 30 (Wendol’s Weird Magic)

### COMBAT OPPONENT — DIVINE WENDOL

Name	Type	Mix	Move	Threat Category	Adjust	Predictable/ Self-willed
Servant of Thor	Wendol	0	15	Terrifying	INIT -3, DAM +1	Predictable (+0)

Points Spent: 0

#### GAIN — THOR'S RUNESTONE



##### Narration:

Once this test of Viking combat prowess has been overcome and the Wendol is really truly dead, the glow surrounding the levitating runestone fades and the stone slowly descends to the floor. On inspection, you find it is actually a fist-sized chunk of silver with the name of Thor inscribed on it in runes. It weighs approximately 9 oz.

Points Earned: -9 (Thor's runestone as petty silver)



##### Narration:

One of the Vikings in your horde retrieves the silver runestone of Thor, and the wall behind you dissolves to allow entrance back into the antechamber before closing up again. Another trial awaits you, and you leave this room eager to face it ...

#### EVENT 3: TRIAL BY WISDOM



##### Narration:

When a hero places his hand on the inscription for "Odin, God of Wisdom," a large section of the pristine ivory wall surrounding the mark dissolves to reveal a darkened chamber beyond. In the center of the chamber is a runestone about the size of a warrior's fist, hovering five paces above the ground and surrounded by the same otherworldly radiant glow. Its warm light is enough to illuminate the area immediately surrounding it, but not much more. This place has the same dimensions as the antechamber.

#### GAIN — SHRINE TO ODIN

Freestanding roll, Singular: No Fault; roll Divine Awareness vs. Difficulty 6 to notice the following:



##### Closer Inspection:

Those who make their roll realize that this room is, indeed, a shrine to the god Odin. Odin is chief of the gods and master of wisdom, magic, and poetry. He looks well upon those who value knowledge and display wisdom in their actions.

Points Earned: -20 (shrine to Odin); -10 (Freestanding Difficulty 6)



##### Narration:

Your heroes step into the chamber, and the wall solidifies behind the last warrior. In the center of the room, underneath the floating runestone, is a golden perch upon which sits a large raven. The bird squawks and flaps its wings at the heroes, then goes on to recite the following in a hoarse voice:

"Nolde eorla hleo æmge þinza

þone cpealmcuman cpcne poplætan,

ne hif lǫpaðar leoda æmzum/

nýtce tealde."

#### GAIN — RECOGNIZE THE DIVINE RAVEN

Freestanding roll, Singular: No Fault; roll Divine Awareness vs. Difficulty 6 to recall the following:



##### Closer Inspection:

Devout Vikings know that on Odin's shoulders perch two ravens, Hugin and Munin (thought and memory), that fly throughout the world and report everything to him each night. This bird is no doubt a divine messenger of Odin, if not actually one of Odin's companions.

Points Earned: -10 (Freestanding Difficulty 6)

#### GAIN — RECITE THE EPIC POEM

Singular: No-Fault; roll Skald (Intelligence as governing Characteristic) vs. Difficulty 8 to identify the bird's recitation as follows:



##### Closer Inspection:

Some of those in your horde recognize the raven's soliloquy as being a fragment from the epic poem **Beowulf**. The poem recounts the plight of King Hrothgar of Denmark, who built an enormous mead hall only to be plagued by a monstrous ogre named Grendel who returned again and again to slaughter the king's jarls and devour their flesh. Finally, the invincible Beowulf was sent by the Geatish king Hygelac to kill Grendel. Beowulf feasted with his hosts in the mead hall, and when Grendel broke into the hall Beowulf caught the ogre's right hand and twisted until its arm snapped off. With Grendel dead, this trophy was nailed to the rafters of the hall until Grendel's fiendish mother stole it and fled into the nearby tarn. Beowulf swam down through the dark waters of the inlet to the ogress' lair, where he killed her with the fabled sword of the giants that Beowulf found in her treasure hoard. For his bravery, Beowulf eventually became king of the Geats, and died at an old age in the act of killing a great wyrm that was terrorizing his people. Beowulf is the most ancient and inspiring example of your people's long poetic tradition.

Then also make a **Simultaneous Singular: No-Fault** roll; **Skald (Presence** as governing Characteristic) vs. **Difficulty 10** to correctly recite the remainder of the passage from Beowulf back to the divine raven. Each Viking is only allowed one chance to pass this test of Viking wisdom and tradition. But, since these rolls are both No-Fault, everyone can try and the heroes need only one of their number to succeed at both rolls to pass the test.



**Points Spent:** 20 (Difficulty 8); 40 (Difficulty 10); 15 (simultaneous roll)

**Note:** In the tradition of Viking oral poetry, the first pillager to make both rolls should read out loud the FULL passage given to the right for the amusement of his fellows. (He can choose to read the more modern translation to the right rather than the original Old English if his pronunciation happens to be rusty.)

### GAIN — ODIN'S RUNESTONE



**Narration:**

Once Odin's test has been overcome through the correct (and lengthy) completion of the passage from Beowulf, the glow surrounding the levitating runestone fades, and the stone slowly drops to the floor. On inspection, you find it is actually a fist-sized chunk of silver with the name of Odin inscribed on it in runes. It weighs approximately 9 oz.

**Points Earned:** -9 (Odin's runestone as petty silver)

### GAIN — VICTORY POINTS FOR ODIN'S TEST COMPLETION

The heroes who ultimately recited the section from Beowulf correctly (i.e. made both skald rolls and were brave enough to recite the passage in front of the other pillagers) also get victory points for completing this test. Split **20 victory points** between them.

**Points Earned:** -20 (20 point victory point award at 1 point each)



**Narration:**

One of the Vikings in your horde retrieves the silver runestone of Odin, and the wall behind you disappears to allow entrance back into the antechamber before closing up again. Your trials may be finished, but you have yet to solve the last puzzle of the gods ...

### Event 4: MEETING THE CHALLENGE OF THE GODS



**Narration:**

When you have completed all three tests of Viking virtue, your horde reassembles around the central pedestal in the antechamber, divine silver runestones in hand. Now you must discover the trick to freeing the treasure of the gods from its protective globe.

## THE EPIC OF BEOWULF

“Nolde eorla hleo æmge þinga  
þone cpealmcuman crone forlætan,  
ne hif lfrðazaf leoda æmzūm/  
nytte tealde. Þær zenehorc þræzð  
eorl Beorulfef ealde lafe,  
rolde freaðrūhtnef peorh ealzian,  
mænef þeodnef, ðær hie meahon gra.  
Hie þæt ne rīfton, þa hie zepm ðrūzōn,  
heapðmzende hldemezaz,  
ond on healfa zehpone heapan þōhtōn,  
garle fecan, þone rīhtcādan  
æmz opef eorþan mēma cūte,  
zud billa nan, zretan nolde,  
ac he rīzefærnum forprowen hæpde,  
ecza zehpūlcie. Scolde hif aldorzedal  
on ðæm ðæzfe þīrtef līfef  
eamlic purðan, ond fe ellorzarft  
on feonda zepæld feor rīðian.  
Ða þæt onfunde fe fe feła ærop  
moder mīrðe manna cūme,  
þīrene zepremede he pæf/ rafz rīð zōð,  
þæt hīm fe lichoma læftan nolde/  
ac hīne fe modeza mæz Hyzelæcef  
hæpde be honda; pæf zehpæþer oðrum  
līzende lād. Līzefar zebad  
atol æzläca; hīm on eazle pæpð  
rīnðolh greotol, feonope onprowzōn,  
burfton banlocan. Beorulfef pæpð  
zudmīeð zūfeþe; feolde Epenel þonan  
feorhfeoc fleon under fehlēoðu,  
fecan rīnleaz rīc; rīfte þe zeprowe  
þæt hif aldnef pæf ende zezōmzen,  
ðozepa ðezum. Denum eallum pæpð  
æftef ham pæhæfe rīlla zelumpen.  
Hæpde þa zepælfōð fe þe ær feorþan com,  
rīotōn ond rīpðfepð, fele Hrodzafef,  
zenered rīð mde; mīprowce zepel,  
ellenmæpþum/. Hæpde Eafzdenum  
Eeatmeza leod zilp zelæfted,  
rīplice oncūþde ealle zebette,  
mīprowze, þe hie ær ðrūzōn  
ond for hīeanþum þolian feoldon,  
toim unlytel. Þæt pæf tacen greotol,  
rīþðan hildedeor hond alezde,  
eam ond eazle þær pæf eal zeador  
Epenlefe zīape under zeparne hīof/.”

“NOT in any wise would the earls’-defence suffer that slaughterous stranger to live, useless deeming his days and years to men on earth. Now many an earl of Beowulf brandished blade ancestral fain the life of their lord to shield, their praised prince, if power were theirs; never they knew, — as they neared the foe, hardy-hearted heroes of war, aiming their swords on every side the accursed to kill, — no keenest blade, no forest of falchions fashioned on earth, could harm or hurt that hideous fiend! He was safe, by his spells, from sword of battle, from edge of iron. Yet his end and parting on that same day of this our life woful should be, and his wandering soul far off flit to the fiends’ domain. Soon he found, who in former days, harmful in heart and hated of God, on many a man such murder wrought, that the frame of his body failed him now. For him the keen-souled kinsman of Hygelac held in hand; hateful alive was each to other. The outlaw dire took mortal hurt; a mighty wound showed on his shoulder, and sinews cracked, and the bone-frame burst. To Beowulf now the glory was given, and Grendel thence death-sick his den in the dark moor sought, noisome abode: he knew too well that here was the last of life, an end of his days on earth. — To all the Danes by that bloody battle the boon had come. From ravage had rescued the roving stranger Hrothgar’s hall; the hardy and wise one had purged it anew. His night-work pleased him, his deed and its honor. To Eastern Danes had the valiant Geat his vaunt made good, all their sorrow and ills assuaged, their bale of battle borne so long, and all the dole they erst endured pain a-plenty. — ‘Twas proof of this, when the hardy-in-fight a hand laid down, arm and shoulder, — all, indeed, of Grendel’s gripe, — ‘neath the gabled roof.”

**GAIN/HAZARD —  
DIVINE TREASURE (CATEGORY F)  
VS. LOSS OF STATUS**

**Lady or Tiger? Countdown roll, Divine Awareness of Difficulty 8**, to place the runes properly in their complementary sockets on the pedestal. A total of **three successes** for the horde means the **treasure** is yours, but each hero only **gets three chances!** (This encounter assumes six heroes for designing this roll.) If the horde fails to get the three successes, they suffer a **loss of status of 20 victory points**.

There is also an **“In Defiance of the Gods”** aspect to this roll. Every hero must apply his **Divine Connection rating for Loki** to his own Difficulty of this Countdown roll. Loki is, after all, the ultimate opposition to true Viking virtue!

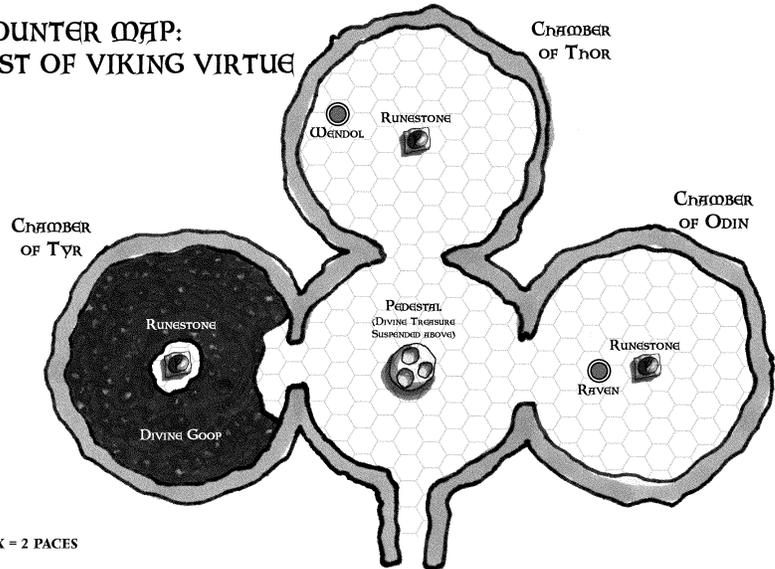
**Success:** If the pillagers **succeed in getting three successes**, they retrieve the divine treasure as described below:



**Closer Inspection:**

When the horde manages to successfully place the silver runestones correctly in their respective depressions, they slowly sink into the face of the pedestal until they are flush with its surface. The glow around the treasure fades and it gradually descends to rest on the pedestal. The horde is now free to take the treasure of the gods! Once this divine treasure is in your grubby Viking paws, you all know that honor and glory surely await your return to the village of your birth. Of course, more loot undoubtedly lies hidden in the uncharted caverns of the Underground. Decisions, decisions ...

**ENCOUNTER MAP:  
A TEST OF VIKING VIRTUE**



**Failure:** Should the pillagers **fail to get three successes**, they suffer a loss of status equal to 20 victory points and the following happens:



**Closer Inspection:**

When the attempts of the heroes to properly place the runestones of the gods fail, the three silver stones abruptly vanish from their hands. The runes on the walls of the antechamber no longer activate when the heroes place their hands on them, and they have no recourse but to return to their endless wandering in the Underground, attempting to redeem themselves for their obvious lack of Viking virtue.

**Points Spent:** 20 (Countdown roll; 6 heroes divided by 2 = 20, 20 x no cost multiplier for 3 attempts); 15 (In Defiance of Loki); 20 (Loss of Status)

**Points Earned:** -75 (Category F Treasure)

**BEOWULF (10TH CENT.): OLD ENGLISH AND INTERLINEAR TRANSLATION**

Ed. E. V. K. Dobbie. *Anglo-Saxon Poetic Records* 4. New York, 1953; Trans. by Francis B. Gummere. *Harvard Classics*. Vol. 49. Collier, 1910

Source: British Library MS Cotton Vitellius A. xv: electronic transcription of ms: Cameron A4.1 in the *Dictionary of Old English* corpus; electronic transcription of translation: Robin Katsuya-Corbet (*Internet Wiretap* edition); compiler: Ian Lancashire, Rep. *Criticism On-line* (1996).

Edited by members of the Department of English at the University of Toronto from 1912 to 1996. <http://www.library.utoronto.ca/utel/rp/poems/>

**ENCOUNTER COST TABLE**

Item	Points Spent	Item	Points Earned
Aura of Gods Difficulty	20	Increase to Runes roll	-10
Endurance Test	60	Freestanding Runes roll	-8
Divine goop recurring Dam	35	Shrine to Tyr	-0
Divine goop armor-ignoring	10	Freestanding realize Tyr's shrine	-10
Wendol's Weird Magic	30	Tyr's runestone as petty silver	-9
Combat Opponent	0	Victory points for Tyr's test	-20
ID bird's poem	20	Unlimited Healing Opportunity	-30
Recite Beowulf correctly	40	Shrine to Thor	-25
ID & recitation simultaneous	15	Freestanding realize Thor's shrine	-10
Countdown	20	Freestanding "It's Unnatural!"	-10
In Defiance of Loki	15	Thor's runestone as petty silver	-9
Loss of status	20	Shrine to Odin	-20
		Freestanding realize Odin's shrine	-10
		Recognize raven	-10
		Odin's runestone as petty silver	-9
		Victory points for Odin's test	-20
		Category F treasure	-75
<b>Total Spent:</b>	<b>295</b>	<b>Total Earned:</b>	<b>-295</b>
		<b>Balance:</b>	<b>0</b>