

Chapter 1 : Glorantha - 1d4chan

Guide to Glorantha - two volume slipcase set. by Greg Stafford, Jeff Richard, and Sandy Petersen. A world of gods, heroes, and mythic fantasy, fully described in epic detail.

A world of mythology, gods, and heroes, Glorantha has inspired roleplaying games, board games, computer games, comics, fiction, and more, a setting beloved and revered worldwide. An invaluable resource for gamemasters, players, and readers of fantasy worlds, this sourcebook is gorgeously illustrated and filled with informative maps and diagrams. Drawn from a variety of out-of-print and rare sources, this material has been dramatically revised, updated, and expanded. Alongside this foundational material are new essays, insights, and extrapolations on the world and its incredible denizens. This systemless sourcebook can be used to enhance and support any fantasy roleplaying game of your choosing, including RuneQuest, HeroQuest, and 13th Age Glorantha, and others. The Glorantha Sourcebook covers the following subjects: A basic overview of the geography of Glorantha. History of Dragon Pass: A history of the central crossroads of Glorantha. A short overview of the main non-human species that predate humanity and once dominated the world. A history of Glorantha since the first Dawn. Gods of the Lunar Way: The new gods of the Lunar religion. Redline History of the Lunar Empire: A comprehensive history of the Lunar Empire since its founding and going until the early Hero Wars. A short essay on the Gloranthan Runes, types of magic, and some theories about what is magic. An overview of gods, mortals, and those who straddle both worlds. A list of the magical units that served Prince Argrath in his war against the Lunar Empire. An Excellent Companion to the award-winning Guide to Glorantha! Customers who bought this title also purchased.

Guide to Glorantha. Read; Pavis, Gateway to Adventure. Uz. Parent: Products. Glorantha is a Trademark Â© of Moon Design Publications. Powered by WordPress.

Something to fall back upon, something which is almost perfect for your gaming style? And that search will probably be fruitless because there is no perfect system. I really enjoy reading gaming books as I love the thrill of learning a new system and finding out what new and interesting mechanics are out there. However, I would really like to have a reliable "backup" system which I can use on the fly. Also, I like generic systems. The HQ2 rules are universal although they were written with the setting of Glorantha in mind. In fact, at the end of the book there is a section about playing in Glorantha. The HQ2 rules are available in English and German. I wanted to give the German fan project a try because I like it when people make things available in my native language. The cover looks horrible and I have to hide it from my young daughter because it looks creepy, but I ordered it anyway. I find the organization and the countless different examples confusing. Also, there are minor translation issues. You can buy the PDF, though. Visually, the book looks better and is also better organized. Moreover, the examples and explanations are cleaned up and streamlined. This game is way easier to learn from an experienced Game Master than by reading the book. At its core, HQ is a very narrative and rules-lite system. For the Game Master called Narrator, there are some bells and whistles and a lot of tables which made it a bit confusing for me. Player Characters have freeform Keywords and Abilities. The system tries to emulate literary fiction and not realistic simulation. The game uses conflict resolution instead of task resolution. What is the whole conflict about i. HQ is not as cutting edge as some newer systems and player empowerment is limited in comparison to Fate and Cortex Plus, at least per RAW rules as written. Heroquest does the job I want it to do out of the box. The freeform Keywords make it easily adaptable to different genres without fuss. Glorantha can be very intimidating for new players. What I particularly like about Glorantha is the vibrant mythology, the omnipresence of magic as well as the absence of Tolkienesque tropes. Here is a primer on Glorantha. In Glorantha, magical runes play a huge part. They are tied to the different gods and every player character can easily wield magic by joining a cult. A worshipper can access the runes that the God is associated with for example Orlanth Thunderous has the Air rune and you can create a lighting spear. Players have a wide range of different cultures to choose from with various backgrounds. Still, as a newcomer to Glorantha I find it the setting a bit hard to approach because of the abundance of material. There are editions of Runequest e. For a neophyte to Heroquest and Glorantha, the Heroquest Glorantha core rulebook does a very good job at providing the basic setting information. Furthermore, there are world books like Sartar: Kingdom of Heroes, the Sartar Companion and more. Additionally, there is the brand-new Guide to Glorantha which is system-neutral and very exhaustive. But when I wanted to buy these gaming books as hard copies, I encountered a problem. I have to wait for the reprint in and can only buy the PDF version right now. So, what are my first impressions digging into Heroquest and Glorantha? Of course not but it comes close to being a perfect system for me. It fits my preferences of being rules-lite, narrative and versatile. And I was positively surprised by the setting of Glorantha as it feels fantastic but slightly different than "standard fantasy". Heroquest is admittedly a game for a certain type of player those who like abstract mechanisms and a focus on narration instead of simulation and for others it will probably fall short.

Chapter 3 : Guide to the Guide to Glorantha | Glorantha

by Greg Stafford, Jeff Richard, and Sandy Petersen. A world of gods, heroes, and mythic fantasy, fully described in epic detail. Coming in at a collective pages and 14 pounds, the two volumes of the Guide to Glorantha (which are 10 by 12 inch, full color, hardcover books) and the Argan Argar Atlas collectively make a complete encyclopedia and atlas of Glorantha.

Play, play, play and have a hell of a good time. This might not be as interesting to you as it was to me to write. If so, please jump directly to the Guide to Glorantha - Introduction paragraph. Some completely unrelated backstory It would have taken me 26 years in the RPG hobby to eventually discover what Glorantha was actually about. They looked glorious, and above all, they looked ancient. Long story short, no one around me seemed interested, and as usual with social hobbies, I would go with the flow and play what was trendy at the time. I was a college student in English language, literature and civilisation. I studied in France and abroad, my prospects suddenly broadening. Obviously, I did try to implement what I had learnt into my games. From the failure I mentioned above, I went on to discover many new games, in which narratives mattered, in which collective authority could be as important a system as dice rolling and tables. I also learnt to love again crunchy systems and find some creative freedom within. Fast forwarding to May I got to meet some very interesting people like Robin D. I attended some panels evoking this name I had heard a quarter of century before, Glorantha. This pitched me this setting so convincingly that I decided to give it a try afterwards. This is when, and where, I found the first nugget of a deep, profound and rich lode of gold. Hence this series of blog posts. The Guide to Glorantha: The Guide to Glorantha comes in two volumes of pages each, the second volume continued the page count where the first leaves off. The layout is really simple and not intrusive at all. Considering how dense the amount of content is, a more elaborate layout would have, in my humble opinion, really hindered readability. The usual format is three columns per page, with recurring marginalia and inserts, which makes it actually really convenient to read on tablets and smartphones. On the contrary, they integrate seamlessly to the sections they adorn. And the variety of subjects and styles seem to follow a clear artistic direction. They look informative as well as evocative. Indexes have recently become a concern of mine in a time when reading RPG books cover-to-cover has become a luxury I can hardly afford. And when I need to get some information during a session, the more comprehensive the book, the harder it gets to find such or such bit of rule without a proper index. Then, after three pages of Kickstarter backer thanks, a table of content lists up what will be found in the first volume: Not quite so actually. We are already in the mythological aspect of the setting, adventures that will generate legends around the gaming table. Beyond its richness, the overall tone is itself enough to show that within the boundaries of a game, we can have the freedom to seriously play the anthropological structures of imagination. And in a gaming industry that is perhaps a bit too abundant, it is refreshing to see enduring worlds that are served such a refreshing book like the Guide to Glorantha which reaches out both to the established Gloranthan scholar and to new explorers. This review was originally posted in my blog.

Chapter 4 : The Stafford Codex

The "Companion" Gazetteer is now merged into the main Guide to Glorantha, which becomes a two volume set. The Companion was planned to be published in PDF format only. But, once the KICKSTARTER campaign hit the required funding level, it became possible to print the Guide in 2 volumes and include all of the content from the Companion.

The Guide details the history and cosmology of Glorantha, and its major human and Elder races. The entire world is mapped, with the places and people of interest for every region, as well as directions as to the future history of that region. Over 20 regions have population and political maps. The Guide will be published in various editions, available through the pledge levels in the right-hand column. Kingdom of Heroes, Sartar Companion, and Pavis: Many backer levels on the right have additional rewards added to them through the achievement of various stretch goals. Unfortunately, Kickstarter does not allow us to edit the backer text once people have selected that backing level. Please see below for additional free stuff you get! The book is designed, written, and ready to go. All we need to get it over the finish line and into your hands are funds for creating the main Guide, the Argan Argar color atlas, and also the 11 x 17 inch poster map set. If you want to pay with Paypal, please scroll down to the FAQ at the bottom for instructions on how to do so. See Glorantha as it was always meant to be! The crowning glory of the Guide to Glorantha is the comprehensive set of color maps done by Colin Driver and Simon Bray. A supplemental atlas with over 96 pages of full color maps compliments the guide. This covers all of Glorantha! Due to the completion of a number of map related stretch goals almost the whole of Glorantha will be super-detailed with hex maps five miles wide the same scale as the classic Griffin Mountain and Trollpak maps and the White Bear Red Moon boardgame that show every settlement of at least people. A small piece of a zoomed in map The Guide is a pair of 10"x12" hardcover books with the main text, all the art, and all maps. A supplemental book is the Argan Argar Atlas, consisting of approximately 96 full color pages, possibly longer, depending on whether certain stretch goals are met see below. This Atlas presents the same Guide maps in an easier to use stand-alone format, much like a modern day road atlas. This pack consists of a dozen or so of the best art pieces and snippets of the maps in a format easily used for your screensaver or background wallpaper. Understanding the Main Products: Kickstarter does NOT let us edit the backer text in the right column once people have selected that backing level. The table is more accurate than the Backer Reward Text. Postage included if shipped with an order that already includes other printed books. Upgrade a softcover Argan Argar Atlas to hardcover. Greg Archival 8 poster map set rolled in tube. The backer can be named in the guide as the patron of that picture. You can get the entire super-detailed continent of Genertela color map printed on a vinyl banner that is 1. Delivery of the main Two Volume Guide is expected to be shipped in May based on additional material added via stretch goals. Jan has the green light! This map info will get added to the Argan Argar Atlas as a special travel section. Finally a complete map to the Heroplane! We will commission at least 4 illustrations from our artists so that Eastern Genertela is as visually distinctive and evocatively defined as the rest of Genertela. We will commission 5 more to fully illustrate the history of Glorantha! This information will either be in the Companion, OR if we can make the layout work right in the Guide itself. This map info will get added to the Argan Argar Atlas if time permits, otherwise it goes into the Companion Gazetteer. We will commission at least 5 illustrations from our artists so that the rest of Pamaltela is more visually distinctive and evocatively defined. We will provide insights into what this ruined island continent was and better ideas about what might be in those Elder Race infested ruins. These highlight the unique setting at its finest. Find out how colorful the Brown and Red Vadeli really are, how frightening the Blue Vadeli really are, and why the rumored Yellow Vadeli should haunt your nightmares Find out the full story on who they are, topped off with a full color Dragonship illustration by Jeff Laubenstein. We will reformat the Guide and the Companion into a two volume set of 10" x 12" color hardcovers. This will result in an estimated ship date of May so we can get all the new material in , but we think getting TWO hardcover books for the price of one is worth the wait. You will be able to see how the whole Lozenge becomes the greater Cosmos. A Heavenly depiction of exactly where the Hell you are. Be swept away by the details instead of feeling all adrift. Find that pesky merchant when you need one! This

allows us to best showcase the recently commissioned Nysaloran illustration requested by one of our Patrons of the Arts. Gain insight into the mythic underpinnings of Gloranthan events and history. The path to becoming an immortal hero unfolds before you! Sit back and watch us wreck the place! Never in the course of Gloranthan endeavor have so few, done so much, to so many. At long last, in the book best positioned to contain it, we will provide an essay on the Secret of the Godlearners. This will not be trite, nor pithy, and it will bump the size of the book up way more than 4 words. Jeff thinks there really should be even more art in this book. We will commission up to 5 more pictures of anything he thinks would fill in the gaps, and you are welcome to send in suggestions. Help us not worry about the Illiteracy Era. Jeff thinks the art list should get bigger and bigger. We will commission up to 5 more pictures of anything Jeff thinks would fill in the gaps, and you are welcome to send in suggestions. Maybe Sog City, maybe Ducks, or maybe the cover of a Vadeli grimoire, who knows? Help us not worry about the Illiteracy Era, and maybe worry a little more about the Vadeli

Chapter 5 : Buy Online – The Stafford Codex

Two Volume Guide to Glorantha. This is the comprehensive guide to Greg Stafford's Glorantha, one of the most influential fantasy RPG settings of all time, and the world used for the award-winning computer game King of Dragon Pass.

Jan 06, Jamie Maclaren rated it really liked it It is difficult to review such a huge Roleplaying tome as this. The 2 volume set that is The Guide To Glorantha is a compilation and reworking of a huge body of work. New material is scattered throughout and the majority of the art work is new with the most impressive pieces commissioned due to the successful Kickstarter. Upon picking this book up one volume at a time you are struck by its sheer weight. The second impression It is difficult to review such a huge Roleplaying tome as this. The second impression is the quality. Most roleplaying products approximate real books. They have a flimsy and ephemeral feel, aimed at quick utility but not built to last. This is changing as more small publishers move into hardback publishing, and this book sets the standard for quality. It sports a glossy colour dust sheet, an embossed faux leather cover with faux gold lettering on the cover and spine, and a lay-flat binding of the sort seen on encyclopaedias. The paper is much better than most encyclopaedias which compliments the full colour interior. The art direction and page layout are inspired, but it is possible to get lost in all the detail, and I find myself flicking around to find things or locate myself. It seems a bit of a waste to have the foot of each page only inform you of the book title instead of the chapter or section. A little reshuffling might have allowed for this. The art itself is where the main value of this book lies for anyone like me who has already read much of the material in previous formats. The new art is wonderful and copious. Sumptuous full colour plates and detailed monochrome line art positively drip with cultural detail. The art that has been reused from other publications has been carefully chosen and is mainly used to break up the text and provide context. The detailed work carried out mapping the world is not to be underestimated as the preexisting maps of Glorantha were contradictory and, except in well played areas, lacking detail. Now the new map takes pride of place, portioned into beautiful double page spreads complete with a subtle hex map almost underlying the rich detail. Those same maps are often used slightly less successfully to present other information with the most successful being the adapted monochrome political maps. Anyone who owned the Avalon Hill material has probably, like me, wished that the rest of the world had been published properly, and these two volumes are the answer to that wish and more. The text has been reworked and reedited, and presented alongside the aforementioned art and maps to create a simply overwhelming whole. Instead it will be a place to visit and get lost in.

Chapter 6 : Guide to Glorantha Volume 2 by Greg Stafford

The 2 volume set that is The Guide To Glorantha is a compilation and reworking of a huge body of work. New material is scattered throughout and the majority of the art work is new with the most impressive pieces commissioned due to the successful Kickstarter.

It contains no rules at all, just background, so it can be used for any role-playing game. Below you can read my review and my opinion about it. More precisely, it was kickstarted then and there, but it only reached the hands of the patrons four years later, in spring, first in PDF form, and some months later in physical format. The interior art is colorful and of really high quality. The art is awesome. The cover art is by John Hodgson, who has also done the covers of Sartar: Like he did on those books, the cover art on The Glorantha Sourcebook shows an epic scene in a somewhat schematic way. A group of flying Orlanthe heroes on the right half of the cover is battling a group of Lunar heroes on the left side, all of them on the back of the monstrous Crimson Bat. The face of the goddess of the Red Moon, right at the centre, witnesses the strife with a worried look. Other details like who exactly are the heroes are more obscure and this might be intentional: Why did they choose this scene is on the cover of this book? Well, I think it serves more than one purpose. A combat scene on the back of the Crimson Bat may be a representation of one of the scenarios included in the book 13th Age Glorantha. On the other hand, the background information included in the book focuses on the conflict of the Hero Wars, in which great Lunar and Orlanthe heroes clash, so it is a good fit. All in all, the cover is both nice and intriguing. Contents Already on the kickstarter page of the project they promised the following list of contents: However, they never said how awesome the whole package would end up looking. Of course, you can get a really in-depth look at the world of Glorantha by purchasing the encyclopedic The Guide to Glorantha, but I thought they would at least open up a bit the scope out of central Genertela, meaning Dragon Pass and the Lunar Empire. The "focus on Dragon Pass and surrounding areas" is really intense. Knowing how much detail and focus to include in a book meant both for newcomers and old-hands alike is really tricky. If it had just been a summarized version of The Guide, many fans might have complained how they already have this information. Even better, The Glorantha Sourcebook complements The Guide to Glorantha with all the information about the gods and goddesses that are such a central element of the setting. While the Guide includes all the pantheons, they are described in very few words. In fact, the authors mention the difference between The Guide and this book in the introduction: For example, in the short section about geography of the world, the main regions of the northern continent Genertela are described, but instead of mentioning their usual names, like Ralios, Fronela, Seshnela, etc. Ralia, Frona, Seshna and so on, which are the daughters of Ernalda. Interestingly, the physical body of the Earth goddess is defined as all the lands not covered by her daughters. The section includes also boxes with short descriptions of the main features of Dragon Pass and the Lunar Empire. And the stunning map of Dragon Pass and Prax by Daria Makarava is shown in all its glory in two full pages. A stand-alone 22" by 34" version of this map was a stretch-goal of the kickstarter campaign of 13th Age Glorantha. An extremely brief description of the southern continent of Pamaltela finishes off this section. Then you get a long chapter about the history of Dragon Pass, as written by Amstalli of Nochet. I like it that the historical account is subjective. This means the narrator might be unreliable in some points, so you have even more reason to change what you like. The history of this region in the middle of Genertela is described up to , the start of the Hero Wars and the rise of Argrath, making it more complete than what you get in The Guide. Besides, the way the history is explained is very organic, and takes into account what was going on in the neighboring regions in order to better explain their influence. For example, before the resettlement of Dragon Pass, the author fills you in about the Holy Country and Belintar, so later, when you learn about the Colymar, you already know why they had to flee from the God-King and settle further up in the north. Likewise, before you learn about how Sartar married the Feathered Horse Queen and became king of Dragon Pass, the author has already filled you in about the Grazelanders and the dynasty of their queens. Thanks to this royal family tree I learned that two grandchildren of the Red Emperor married each other. Although some of this information had already been included in the big supplement Sartar:

Moreover, the fact that it includes lots of information about the neighboring countries perfectly complements the setting information included in RuneQuest: For example, in RQG you get a bit of setting information about the politics, religion, geography and a gazetteer of Esrolia, useful to create an Esrolian adventurer. But if you want to know more, in The Glorantha Sourcebook you can learn about the dynasty of Esrolian queens. And the same goes for any adventurers from Tarsh and the Grazelands. The dynasties of kings and queens may look boring, but they can be useful to build epic detail into your campaigns. Then you get to the section about the Elder Races. Here the different types of Aldryami are described, together with their history, and the same with the dragonewts. Strangely, the history of the Mostali is much longer and detailed. Only the part about the history of the trolls is more detailed, and I think this is because trolls are one of the inhuman races eligible as player characters in the 13th Age Glorantha book the other one are the durulz. However, the lesser Elder Races, like the Wind Children or the beastmen are only briefly mentioned. The Dragonewts are one of my favorite non-human races in Glorantha, second to the Aldryami. And yes, I like ducks too! Up to this point, The Glorantha Sourcebook had not impressed me much. But with the following chapter, this was about to change: Much more than a list of the main deities, it is structured as the mythical history of Glorantha. So it starts with the time before creation, then creation, draconic creation, the Celestial Court, the Great Elementals and their children, and this is when you get the description of the five elemental pantheons. These are presented in order of appearance in the world: Each includes a full-page illustration by Kalin Kadiev that depicts the genealogy of its main deities. I love that each of the gods are depicted in this genealogies, because it helps you visualize them and allows you to better understand the relationships and the parentages between them. I can see this being used to better show players who their god is in relation to the rest of their divine family. The drawback is that these representations do not leave much space for the genealogies to be as complete as possible, so they have been simplified. They are definitely my favorite part of the book. I also like very much that they have been influenced by the aesthetics of the Vedic mythology, because it gives them an interesting and exotic consistency. I just miss another genealogy of the gods of Chaos, only for the sake of seeing some of them represented with the same pictorial style. Another great part of this chapter are the God Learner maps, one for each pantheon. The summarized visual genealogy of the Water Deities, one of the awesome pieces by Kalin Kadiev. This is great because the materialistic, practical approach of the Malkioni makes it easier for our logic minds to wrap our heads around some theistic concepts. By the way, the original version was published years before on the now abandoned glorantha. This short chapter also includes a very brief summary of the three Ages of Glorantha since the Dawn, each accompanied by a political map of Genertela where you can see the evolution of this continent through time. The First Age gets much more page space than the other two, since the Sunstop and the Gbaji Wars are explained. A map of the northern continent during the First Age. She was resurrected during Time as the Red Goddess or the Red Moon, and the Lunar pantheon of immortals is described in its own separate chapter: Gods of the Lunar Way. As you can see, the structure of the book flows in a logical way, since this pantheon is not next to the other five, but after the one about Time! Here the seven ancient moon goddesses are described, which inspired me to create weird theories, because this material feels mysterious, especially the section about Illumination. And then the "new gods" of the Lunar Way are described, such as the terrible Yara Aranis, goddess of the Glowline. Fittingly placed after the Lunar pantheon, the history of the Lunar Empire is another gem of The Glorantha Sourcebook. The chronology of events reaches the year and is accompanied by political maps of the Lunar Empire where you can clearly see how it waxes and wanes in prosperity and power, from the time when it almost disappeared to the zenith of its political power. It is as rich in detail as the history of Dragon Pass and therefore full of ideas for roleplaying campaigns. Some of the details included here surprised me a lot. For example, I liked the text box about the Lunar New Year Ceremony, as I noticed something really strange is going on there! I love it that often the text fills your head with questions that are left unanswered. Or the Nights of Horror reaching a level of destruction comparable to the Dragonkill War. Also, the part about the Imperial Nobility makes it easier to play a campaign with as much intrigue as in Game of Thrones. The History of the Lunar Empire is illustrated with useful maps. Finally the book finishes off with three shorter chapters: Gloranthan Magic explains all the runes, the different kinds of magic and the worldviews they represent: Another of the pillars of Glorantha is

discussed in the following chapter: Most of this section contains short descriptions of the main heroes and heroines of the Hero Wars, such as Harrek the Berserk , Gunda the Guilty, Argrath Whitebull, Cragspider, Ethilrist, etc. The final chapter is a description of Sartar Magical Union. Also, you can find here interesting details about the wyters minor protective gods of these units, which can travel great distances and wreck magical havoc on far away enemy units! Another great illustration connects the History of the Lunar Empire with the chapter about Gloranthan magic. Opinion At first I thought The Glorantha Sourcebook would just be a good gift for someone who wants an introduction to Glorantha. Although it is quite focused on Dragon Pass and the Lunar Empire, it still is the best book you can buy after The Guide to Glorantha in this regard, and a much better entry point for new fans than the thick two-volume publication. The awesome art alone might be enough of a reason for that. As I mentioned earlier, it would have been the perfect introduction to Glorantha if it had included a bit more about the varied regions of Glorantha, which is much larger than Dragon Pass and the Lunar Empire. However, the focus on these areas makes it perfect for someone interested in running their first games in this fantasy world with 13th Age Glorantha or RuneQuest: Roleplaying in Glorantha , as it fits very well with the setting information included in those two rulebooks. This is the main target audience of the book in my opinion.

Chapter 7 : The Guide to Glorantha by Rick Meints â€” Kickstarter

Subforum for the Guide to Glorantha Group Read project.

Chapter 8 : The Glorantha Sourcebook - Chaosium | RuneQuest Classic | HeroQuest | RuneQuest | calendrierdelascience.com

A Guide to the Mythic Fantasy World of Glorantha. The Glorantha Sourcebook is an essential resource for Greg Stafford's world of Glorantha, one of the most extensively developed and renowned fantasy settings of all time.

Chapter 9 : Guide to Glorantha Volume 1 by Greg Stafford

*Players Guide To Glorantha (Runequest) [Bryan Steele, Nick Robinson] on calendrierdelascience.com *FREE* shipping on qualifying offers. In it glorious Second Age, Glorantha is the prize of warring empires.*