

RUNEQUEST[®]

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THE PEGASUS PLATEAU & OTHER STORIES SEVEN READY-TO-PLAY ADVENTURES FOR RUNEQUEST

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This book is dedicated to the memory of Greg Stafford, architect, dreamer, and pioneer, without whom none of us would be reading this, or playing games in Glorantha.

May Issaries bless all who begin their journeys here.



*“They answered, in those woods he might be sure
Many and strange adventures would be found;
But deeds, there wrought, were, like the place, obscure,
And, for the greater part, not bruited round.
“Then seek (they said) a worthier quest, secure
Your works will not be buried underground.
So that the glorious act achieved, as due,
Fame may your peril and your pain pursue.”*

— *Orlando Furioso*, Canto IV, LVI, by Ludovico Ariosto

RUNEQUEST
A Chaosium Game

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INTRODUCTION

RUNEQUEST: THE PEGASUS PLATEAU & OTHER STORIES is a collection of new, ready-to-use adventures or locations written with the specific purpose of introducing Glorantha and RUNEQUEST to new players by providing short and easy-to-run gameplay experiences. Like “The Broken Tower,” from the RUNEQUEST QUICKSTART RULES & ADVENTURE, these are suitable for new gamemasters and players alike.

In the same vein, most of the adventures in this collection are from newcomers to the world of published RUNEQUEST and Glorantha material, all eager to put their own stamps upon this renowned setting.

Hopefully, there is something for every player and gamemaster within these pages.

- **The Pegasus Plateau** takes the adventurers to a holy festival and sacred games, where the greatest prize is the taming of a majestic hippogriff.
- **The Locaem Tribe** describes a Sartarite tribe whose presence looms in many of the scenarios in this collection and is provided for the gamemaster or player's use.
- **The Grey Crane** sends the adventurers into conflict with a legion of soldiers from Lunar Tarsh in pursuit of a magical cloak once worn by the sacred defender of a remote village.
- The small town of Fairfield is menaced by **The Rattling Wind**, a strange and terrible threat from a past age, an animated war chariot bent on carnage.
- **Crimson Petals** involves a murder mystery and a lingering curse, and the adventurers must free the village from the consequences of both.

- **Gloomwillow's Hollow** takes the adventurers into a haunted forest, realm of the ghoulish Brangbane and his monstrous kind.
- **The Ruin on the Stream** describes an ancient and forgotten place and provides a chance to learn from a most enigmatic of teachers.
- **The Pairing Stones** takes the adventurers to the Plains of Prax, where they must intervene when a wedding between the scions of two tribes goes horribly wrong.
- In the village of **Renekot's Hope**, a locale with a mix of opportunities and problems, adventurers might find solace, away from the violence of war.

These adventures can be used as introductions for new campaigns, one-shots for a single session or more, or connected using materials in the RUNEQUEST core rules and GLORANTHA BESTIARY, if desired. Though neither are necessary for the use of this adventure, the GLORANTHA BESTIARY and RUNEQUEST GAMEMASTER SCREEN & PACK will be highly useful.

ON MISSING ABILITIES

All nonplayer characters and monsters have been described in these pages intended for their use in conditions described in the scenario they appear in. Abilities—whether Runes, Passions, or skills—that fall outside these are sometimes omitted for brevity. For example, very few encounters in Prax involve swimming, so the Swim skill is not usually provided for encounters there. In most cases the skills and abilities that do appear are specifically chosen for maximum usability, even outside of the being's appearance in these pages.

If, however, in the course of an adventure, the gamemaster needs to know the rating for an ability that is not provided, this rule of thumb is helpful for determining it:

- **Unskilled (01–24%):** Very little aptitude or experience with this ability, this is the absolute minimum competency.
- **Beginner (25–49%):** Usually this fails, and the character goes out of their way to avoid using this ability due to this lack of competence. Most apprentices fall into this category, or those just starting out with it.
- **Competent (50–69%):** Success is hit-or-miss, as the character has some grounding in the ability but is not reliable enough to count on it. This is the most common competency for most of the population.
- **Veteran (70–89%):** Well-versed with this ability, to the point where it can generally rely on success. Any tradesperson relying on this ability for a living is in this range.
- **Master (90% and above):** The being is incredibly skilled, passionate, or thoroughly aligned with this ability, and rarely fails when using it. This level of competency is rare and highly sought. One could make a living teaching this ability, depending on its nature.

Whenever determining a being's abilities with a previously undefined ability, for consistency's sake it is good practice to write it down in the event of future encounters. Remember that "monsters get experience rolls, too!"

"YOUR GLORANTHA MAY VARY."

That mantra is used frequently when discussing Greg Stafford's world of Glorantha. The setting has seen many significant tonal shifts, details have changed, the dates have shifted around, spellings altered, and in some cases, major aspects of the world have been altered based on an evolving view of the world and the increased range of voices contributing.

The writers for this adventure collection were specifically recruited to emphasize the diversity of approaches to the world of Glorantha, with voices reaching all the way back to the *RUNEQUEST*'s first edition to creators who've never written for *RUNEQUEST* or Glorantha before. As such, these adventures reflect that wide range of styles and approaches to Glorantha, *RUNEQUEST*, and gaming styles in general.

Hopefully, these adventures demonstrate to new gamemasters and players alike that there is no single way to play *RUNEQUEST* or to experience Glorantha, no sole voice or approach that should be held above all others. While reading through this collection of stories, it is also important to keep that in mind, and to recall the other great axiom said of Glorantha and those who go there:

"WE ARE ALL US."





Tarsh

Kordros

Grazelands

Beast Valley

Sartar

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