RUNEQUEST®

ROLEPLAYING IN GLORANTHA

The Glorantha Sourcebook

Greg Stafford & Jeff Richard



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This book is dedicated to Greg Stafford, who first discovered Glorantha

May Lhankor Mhy bless the stories contained within and protect their secrets.

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Orlanth the Storm God.

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Introduction

In 1966, Glorantha first burst into the consciousness of Greg Stafford. A unique fantasy setting, Glorantha owes far more to Bullfinch's Mythology and Joseph Campbell than to the epics of J.R.R. Tolkien. It is a Bronze Age world ruled by demigods and priest-kings; where horse-riders fight against those who ride bison, sable antelopes, and even rhinos; a dangerous and exciting place where kingdoms are carved out by the brave; where strange non-human species older than humanity plot their return to power; and where the fate of the world is up for grabs.

Glorantha is the best-defined gaming setting there is, with over fifty years of material written for it. The details of the setting, its cultures, kingdoms and empires are described in the *Guide to Glorantha*. However, this book is not a gazetteer or an encyclopedia. The book is more mythological than materialist; within, lands are defined by their goddess and history is the deeds of kings, heroes, and prophets, not economics, agricultural output, or tax revenues.

Nor is it a "gaming book"— there are no game mechanics, rules, or scenarios contained within. Instead, this book contains a collection of Gloranthan texts on the following:

- **Geography:** A basic overview of the geography of Glorantha.
- **History of Dragon Pass:** A history of the central crossroads of Glorantha.
- **The Elder Races:** A short overview of the main non-human species that predate humanity and once dominated the world.
- **Theogony:** The story of the gods of Glorantha, primarily arranged by element (Darkness, Water, Earth, Fire, and Air).
- **Time:** 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.
- **Gloranthan Magic:** A short essay on the Gloranthan Runes, types of magic, and some theories about what is magic.
- **Gods and Mortals:** An overview of gods, mortals, and those who straddle both worlds.
- **Sartar Magical Union:** A list of the magical units that serve Prince Argrath in his war against the Lunar Empire.

Glorantha is the best-defined gaming setting there is, with over fifty years of material written for it.

Some of this material appeared in a draft or partial form in the fourteen issues of *Wyrms Footnotes* (1976 to 1982). Other material appeared in partial form in *King of Sartar* or the *Guide to Glorantha*. However, the material presented here is far more complete than ever published before.

For those readers who are new to Glorantha, it is our hope that these texts shall provide the start of your explorations into this rich and exotic world. For those of you who have already begun your adventures, we trust that you will find new secrets and unknown depths.

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The Gloranthan cosmos.

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