

Chapter 1 : Runequest Monsters II - A Quick Review - Mongoose Publishing

Originally published in , RuneQuest Source Pack Beta: Creatures of Chaos 1: Scorpion Men and Broos was the second sourcebook published for the seminal RPG. In , it was made available again as part of The Old School RQ Source Pack, funded by the Kickstarter campaign for RuneQuest: Classic Edition, the reprint of RuneQuest II.

These are creatures of Chaos, twisted hybrids of men and beasts. They are known to indulge in atrocities and foul practices and carry with them numerous loathsome diseases that they themselves are immune to. It is hard to say anything positive about broos. They have none of the savage nobility of Trolls and their personal habits are despicable. It is unlikely that anyone would have anything but antagonistic dealings with them. Early Citadel Broo Boxed Set. They will occasionally hire out for pay and carry various weaponry and armour, usually cuirbolli, spears and swords but will use whatever they can steal or capture from raids. They are seldom seen near settled lands unless it is to raid and pillage, but are as common as nomads in Prax, even more so in the Wastelands. On sighting men, broos typically either flee or attack based on their estimate of the opposition, though they may well taunt and posture at a distance to prove their courage to companions. When raiding, the broo rely on stealthy ambush, covered by darkness or undergrowth. This excellent range was later added to with several blister packs. Later Games Workshop Beastmen. According to the Warhammer Fantasy world the Beastmen race also known as the Children of Chaos are a race of humanoid monsters. A fusion of animal and man that invaded the world when the old ones opened the warp gate at the far north of the world: The tangled fur of Beastmen are matted with dried blood, filth, dirt and dung that nest countless varieties of ticks and fleas: Ram-like horns emerge from their goat-like heads However Ungor Beastmen only have small stubs of horns , their mouths are chasms of sharp rotted teeth for tearing flesh and the feet of all Beastmen are cloven hoofed. The very stench of any Beastman is enough to make even seasoned warriors gag; their brays of bloodlust and the gleam of malice in their dark animalistic eyes can unsettle even the staunchest of troops. All Beastmen are spiteful and mean-spirited creatures that revel in bloodshed and chaos and loathe order and the very concept of civilisation in all its forms. Beastmen are not creatures of nature for there is nothing natural about their existence. The Herdstones and rituals of the Beastmen corrupt the very essence of nature itself: For the purposes of Warhammer Fantasy Battle they are subdivided into various levels reflecting their appearance, prowess and ability in battle. Beastlords are the largest and most brutal they command the beast herds. Wargors are second in command to Beastlords. Bray Shamans are the spiritual leaders and advisors to the herd leaders. They are also powerful spellcasters. Bestigors are the most heavily armed and armoured Beastmen and rate as elite units. Centigors have the upper body of a Beastman and the four-legged lower body of an oxen. Gors and Ungors make up the majority of the infantry units or "Beastherds. A mixed warband of Broos. These are definately in the GW mould excuse the pun but have some great looking figures to boost any Broo warband! Figures are a mix of Games Workshop, Mongoose and Citadel.

Chapter 2 : RuneQuest - Collectors Point

*RuneQuest Monsters on theinnatdunvilla.com *FREE* shipping on qualifying offers. 95 creatures lie in wait in RuneQuest Monsters, the third in the series of Games Workshop's enormously popular edition of the RuneQuest Fantasy Roleplaying Adventure game.*

Herein the brave traveller shall find dark musings on horror, explorations of the occult, and wild flights of fantasy. Now including basilisks, dragons, unicorns, and griffins, the medieval bestiary used animal life to show the meaning of the world. It saw flora and fauna as a reflection of spiritual realities, manifestations of the underlying themes of the world. With a wink and a nod to the third edition, the subjects even get Latin taxonomies. The Man Rune gives the troll its humanoid shape and form, but Darknessâ€”which devours everythingâ€”defines its nature. The symbolism of the creature is as integral to its design as its hit points. This has always been the case with creatures in Glorantha. Like gods, they are manifestations of the Runes. Thus you cannot really understand these creatures without understanding Gloranthaâ€”and you cannot understand Glorantha without experiencing them. Whenever appropriate, religion, culture, and government are discussed. If the creature is suitable as a player character, it gets a section on adventurer generation as well as full cult write-ups for the major deities or faiths of that race. Rare for books of this kind, Trego-Erdner turns in literally all of the illustrations in this work, from detailed black and white sketches to glorious full color paintings. The Dragonewts on pages 36 and 37 finally surpass those from back in RQ III and this reviewer has spent three decades convinced no one was ever going to do better Dragonewts than those. I kept going back to a Dark Troll with a Trollkin on a leash p. There is a story there in his features, character and detail. It was both risky and inspired to let a single artist define how the entities of Glorantha were going to look in the imaginations of a new generation of visitors, but it gives the world a wholeness and uniformity of vision. It was a gamble that paid off; this artist was chosen well, and pulls it off with aplomb. Just under monsters are covered in this work which, like an idiot I counted before seeing the back of the book already told me that. RQ has always embraced gritty realism; if your young and experienced character wanders into a lair of scorpion men or encounters a dream dragon, defeat is highly probable. This not only differentiates RQ from leveled games, but also her sister game, HeroQuest, where all difficulties are fluid and you will seldom face a challenge unless dramatically appropriate that outclasses you. So the Bestiary recommends handling this by applyingâ€”you guessed itâ€”more realism. They will retreat rather than let all their hit points be depleted. Adventurers should do the same. Intelligent monsters will negotiate, or hold defeated captives for ransom. And of course the GM should never railroad the player characters into an encounter. Next there is a discussion of Non-Human Adventurers hallelujah! One of the glaring absences in RuneQuest Glorantha were that of the Elder Races, or any other non-human intelligences. One could be forgiving for reading the core rules and coming away thinking the only race was the humans. The Bestiary addresses all of this, with detailed instructions how to create Adventurers from other species. The chapter rounds out with a discussion of Gloranthan ecology and ecological zones, as well as special monster abilities, hit points for creatures, and hit locations. The format of all entires is summarized. The reader will probably not be shocked to learn this chapter containsâ€”distribution maps. There are 14 of these, detailing where all the major races and Chaos fiends can be found in and around the Dragon Pass area. All the races you might expect are here. Each race is extensively detailed, including subtypes and creatures related to or employed by that species. The major cults and magical philosophies of each race are described as well. While on the whole the main value of the Bestiary is for GMs, this chapter insures it is a tome players especially those interested in nonhuman characters will want as well. When the gods of Glorantha fell to warring amongst themselves the world was cracked, and Chaosâ€”the essence of corruption, nihilism, and entropyâ€”started leaking in. Time itself was created to contain it, a sacrifice that required the very freedom of the gods themselves. Unfortunately, Chaos remains in Glorantha, not as the world-extinguishing threat it once was, but a slow cancer eating at the world. This chapter deals some of the chief forms the infection takes. We begin with rules for Chaos features, the weirdâ€”often horrificâ€”mutations Chaos randomly engenders in its infected. Then a panoply of Chaos creatures are

unleashed, from the Broo to Walktapi. The Broo in particular get an extensive treatment, and rightly so. To my mind they have always exemplified what makes Glorantha Glorantha. Yet they are so tied to myth, even their physiology, that they powerfully demonstrate how Glorantha works. The Broo are fertility gone wrong. They reproduce by breeding with other species, sentient or otherwise, and like the face-huggers from the Alien saga such impregnation always ends in Broo larvae bursting from the doomed host. No orc could ever be that terrifying. This chapter details creatures which, though not necessarily malevolent, are nevertheless large and terrifying. Dinosaurs are here—yes, dinosaurs. In Glorantha these are the bastard offspring of the Dragons, which unlike Dragonewts who eventually evolve into True Dragons have gone off the evolutionary rails. And speaking of Dragons, there are here as well. True Dragons are discussed; nearly gods themselves, these beings are often several kilometers long, their slumbering forms mistaken for mountain ranges and geographic features. Bound by their own elaborate mysticism, the Dragons have transcended this world, but remain to keep an eye on their evolving offspring, the Dragonewts. Often as their sleep, their suppressed ids manifest as Dream Dragons also discussed here. These entities personify negative desires True Dragons have cast off—hunger, greed, cruelty. As True Dragons sleep for centuries, Dream Dragons can remain a very real threat just as long. Oversized arthropods are prevalent in Glorantha, especially among the Trolls, who worship both the goddess of insects and the goddess of spiders. Nor surprisingly then, giant bugs get an extensive treatment in the Bestiary. In this chapter we find both wildlife and domesticated fauna, some familiar to those of us who inhabit the planet Earth and some unique to Glorantha. Most notably, perhaps, horses are detailed here, as well as the Praxian riding animals. The nomadic people of Prax, for ancient reasons, shun horses and ride and herd more exotic mounts—bisons, bolo lizards, high llamas, impalas, ostriches, rhinos, zebras, and more. Finally the shadowcats, ranging in size from a house cat to a lynx, are described. Beloved of the Orlanthe peoples, who use them as others might dogs, these will no doubt provide many PCs with loyal animal companions. In a setting where shamanism and the spirit world are so well fleshed-out, it comes as no surprise that the Bestiary should devote a chapter to the denizens of that realm. Spirits of all types are here, from elementals to wraiths. Included are the legendary Black Horses of Sir Ethilrist, a mercenary captain whose men ride steeds won in Hell. The Thunder Brothers, the collective sons of the storm god Orlanth are here as well. Additional rules are given for using spirits in play. I like to think of this as the chapter given over to Gloranthan kaiju. The creatures here are all, thankfully, unique. They are immensely powerful monsters that lay waste to entire regions. The fabled Crimson Bat is here, the steed of the Red Goddess. Other terrors are here as well, such as the Chaos Gaggle, the fiends of Cacodemon, and Cwim. Essentially any creature here could easily be the climax of an entire campaign. What would Thedas be without the Darkspawn? How and why magic works—what forms it takes—is probably a more fundamental issue in distinguishing one fantasy world from another, but it is the monsters we remember. This was always strongly the case with Glorantha. This is what made the absence of such beings from the core RuneQuest Glorantha so glaring. We were seeing just a slice of the world, not the entire picture. The RuneQuest Glorantha Bestiary goes a long way to fixing this, fleshing out the setting for a new generation of players. These two books together are enough to fully bring the world to life at your gaming table. Should they have been brought out together? But Chaosium is and always has been a very small game studio. Not everything can be done at once. What is critical is whether or not it was worth the wait, and without reservation I can assure you it was. The Bestiary is a treasure, a masterfully illustrated and produced tome that far and away surpasses any other monster guides we have seen for Glorantha. More even than the core rules, this is a book I think you could hand prospective players to get them excited about visiting Glorantha. This is a strong second entry in the new line, and assures us that RuneQuest Glorantha was not a one-hit wonder. It whets the appetite for whatever comes next. It is available from Chaosium and from Drivethrurpg.

Chapter 3 : Level 2: Runequest - Ducks.

An essential addition to the new and growing RuneQuest range, this book brings the unique creatures and monsters of the classic roleplaying game to life. From Ducks and Broo to Dragonewts and Trollkin, RuneQuest Monsters provides detailed descriptions and games rules for Games Masters to use in their own scenarios.

May show small spine creases, slight corner wear, slight discolouration. No tears or marks. Some pencil marks within, but otherwise Excellent condition. Four chaotic cults, twelve cult outlines, chaotic NPCs, various chaotic creatures including The Crimson Bat , the nature of chaos and much more. Three cults, ten cult outlines, geography, culture, mythology, flora and fauna of Prax, new units for Nomad Gods, and a HeroQuest by Greg Stafford. Published in for RuneQuest 1st edition 2nd edition compatible this includes 45 pre-generated Scorpion Men and 54 pre-generated Broo. For a book published in this is in extraordinary condition. Nine of the deadly and wicked cults of Glorantha. Land of Doom Mint. Typically only for products that are in their factory shrinkwrap. Brand new in shrink wrap. Dorastor Land of Doom is a very, very bad place. A fertile chaos tainted wilderness ruled by a Unicorn Broo King is described in detail along with the Telmori wolf-people. A credit to the designers for all providing a relatively low-level Riskland campaign of Heortling settlers in this new region. May have medium sized creases, scuff marks, small stains, etc. Complete and very useable. Includes 36 page rulebook, player aid card, counters, and an impressively heavy game board. Boxed set for RuneQuest 3rd edition. Includes Secrets Book for monsters, terrors, and strange items , the massive Elder Races book. Does not include map. The Dwarfs built a great mansion. Then the trolls of the Sazdorf tribe moved in. Haunted Ruins, for RuneQuest 3rd edition, gives an extensive overview of a troll tribe include their major characters, extensive maps, comprehensive history, and map of Battle Valley. A RuneQuest 3rd edition supplement which gives details on seven chaotic cults, along with a horrific saga of infection and betrayal. A companion to Dorastor Land of Doom, but usable to anywhere there is Chaos. Which face it, is everywhere. Publication from for RuneQuest 1st edition 2nd edition compatible ; prepared warrior characters. Like new with only the slight wear. Close to perfect, very collectible. Banned in the USA! They got some boring chaos rune cover iirc. Some of the ink has faded over the years. This 48p RQ2 publication includes a great array of various treasures set in Glorantha and especially in the Prax and Dragon Pass regions. River of Cradles Mint. Adventures in Glorantha Near Mint. A special preview of Adventures in Glorantha was produced for GenCon There were only 50 copies printed, and is the only work on Gloranthan lore produced for the 6th edition of the RuneQuest rules.

Chapter 4 : Reviews from R'lyeh: A RuneQuest Bestiary III

These creatures range from weak to apocalyptically powerful, allowing a RuneQuest gamemaster to choose the right creature to suit any encounter or need. Entries are divided into Elder Races, creatures of Chaos, monsters, natural animals, dinosaurs, giant or unusual insects, spirit entities, summoned magical beings, and noteworthy plant types.

Wednesday, 26 October Runequest - Ducks. These strange chaos tainted creatures that inhabited the world of Glorantha were always guaranteed to split a group of players. Our long standing main GM, Rob, would never put up with such nonsense these days but it is probably thanks to him that my odd obsession with anthropomorphic ducks and intelligent Baboons first began. This is still one of my favourite fantasy settings - Glorantha was a strange world with a unusual but convincing pantheon of Gods and a refreshing set of creatures that inhabited it, such as the man herding Morokanth, the belligerent Scorpion Men and the faintly magical Dragonewts. I still think the Broo are one of the finest monsters in any game. More on them another time. Gringle was having issues with a local group of intelligent Baboons who wished to take back an item of some value they insisted belonged to them. The Apple Lane Map. He had worked with Gringle since they settled in Apple Lane some 37 years before. I can vaguely remember being really amused by this - a duck? In a fantasy game?? Apple Lane Scenario Booklet. Among them were a big centaur, a couple of smaller Dragonewts and another Duck! We ultimately managed to fight off the attackers and reap the benefits. The short campaign eventually faded but I was left with a lasting interest in these odd little characters. Several Duck characters appeared in later games mainly with another GM usually as sidekicks to the main adventurer group. Ducks and Baboons also made an appearance in our Warhammer campaign. Others were Blazemane and Darktail. One of my favourite figures was always the Duck Adventurer, who went on to represent most of the characters mentioned above. Over time I somehow managed to get hold of more of this figure and now have four! I must get around to painting them all Ducks still seem to make the occasional appearance in Gloranthan stories. Will they ever make another appearance in one of my games? It would depend on the players to start with but I like the idea of revisiting an old Runequest haunt to see what happened to old Quackjohn

Just as RuneQuest Source Pack Alpha: Trolls and Trollkin and RuneQuest Source Pack Beta: Creatures of Chaos 1: Scorpion Men and Broos are by modern standards odd products, the same can be said of RuneQuest Source Pack Gamma: Militia & Mercenaries. All three are books of monsters, but not bestiaries in the traditional sense.

Creatures of Chaos 1: Scorpion Men and Broos. Both are books of monsters, but not bestiaries in the traditional sense. Rather each is a collection of two types of monster particular to RuneQuest. The book contains the stats for some forty-five Scorpion Men and fifty-four Broos—in RuneQuest terms, the base creatures of Chaos. This reflects a number of facts. First, how much RuneQuest individualises its monsters. Second, how the stumpy Trollkin would die in droves. Scorpion Men and Broos actually is. There are actual notes on how to use each of these types of creature which also describe how they are organised in the supplement. In particular, they are broken down into small bands suitable as foes for beginning player characters, then there are tougher foes with a leader, and lastly, particularly tough leaders. In each case, with both the Scorpion Men and the Broo, this provides a means for the Game Master to scale them appropriately as opponents for his player characters. It also points a little towards the mentality and activities of such creatures, collecting around sources of food and stronger leaders. With both sets of creatures, what gives them their edge is a chaos feature. Not all of them possess this, but others can absorb or reflect the power of spells, have a confusing appearance that aids their defence, thick skin, spit acid, regenerates damage, and more. These scale with the power of the creature. Scorpion Men and Broos is an interesting piece of RuneQuest history. Originally intended to be included in the RuneQuest core rules, it was not quite ready at the time of printing. What it describes is a set of rooms—just five—located within a larger complex. It has not been explored in some time, but is said to be the lair of some Trollkin. Which seems an odd conjunction of creatures in such a tiny space—Trolls and Chaos so close together? It is certainly unlike the more sophisticated scenarios that RuneQuest is better known for. Nevertheless, it harks back to an age when the only type of adventure was the dungeon adventure. Scorpion Men and Broos are very much period pieces and of their time. Yet the latter showcases a growing sophistication and with its few words of help and advice, it was better support for RuneQuest II.

Chapter 6 : Andrew Logan Montgomery: THE RUNEQUEST GLORANTHA BESTIARY: A LONG HARD LO

Dirty Paws; Artist Of Monsters And Men; Album My Head Is an Animal; Licensed to YouTube by Phonofile, UMG (on behalf of Record Records); Sony ATV Publishing, UBEM, CMRRA, SOLAR Music Rights.

Okay, first things first, I bought this in PDF so cannot comment on binding, cover quality or printing. The cover image is the slightly jaded "Runequest Core Books, with Rune" effect, which is a shame, but fits in the with the rest of the series and the layout is RQ standard, although the text does seem to fill the pages better than in some older products. The art is extremelly variable, from light and humourous cartoon style to overly dark and hard to see images. The quality is mixed, and in some cases just does feel Gloranthan in nature. However there are also some really nice images included, I loved the Bison Rider, Nightflyer and Ouori for example. Thye book is pages long. The introduction is short and sweet, as it says this book has a lot of Gloranthan content, but most of it would be useable in other game settings and the book is a must for any RQ fan, even a sci-fi fan could get mileage out of the Mechazombies, Clockworks and Zap Rats! The Campaign Information is a little strange, it lists the creatures that can be played as characters. Several of the races in book are not listed, for example the Fox Women and Elves are not covered on this list and it goes on to suggest playing broos at far too much length. I strongly disagree with the authors suggestion that "It can be intelligently assumed that there are honest or hardworking broo in the vast reaches of Glorantha, although they are extremelly rare and not exactly trustworthy". I have witnessed gamers playing broo, it was one of the most shocking games I have ever seen, sometimes the monsters should be monsters. There is a section on the training of different animals and a list of expanded traits for animals. The Legendary Abilities for animals is a good inclusion, although I am not sure for example if a bison rider could use his heropoints to give his Bison the Thick Headed ability for example. Lick wounds is a great one for Morokanth, Telmori and Baboons. The rest of the book as you would expect is an expanded bestiary for the RQ system. It covers monsters ranging from Alticamelus to Zap Rats. As you can see by the page count that equates to roughly a monster per page, and each is given plenty of background, including myths, habitat and behaviour. There are also several new beasts to suprise us. It appears that all the creatures have been given a lot of attention and I was pleased with array of beasts at hand. However once again there was too much space dedicated to Broo and Skeletons, which was unnecessary and I would like to have seen the inclusion of some other creatures in these wasted pages such as the Giant Cranes of the Rightarm Islands or some information on Keets, Andrins and other more exotic eastern beasts although I think Glorantha has enough monsters left to do a third book! Also included in the book are Elven creatures from the Aldryami sourcebook, Zistorite creatures from the Clanking City sourcebook and some insects from the Uz sourcebook. Despite this repetition of text, I welcomed the creatures being brought together in one place. I must confess that when I first saw the presence of the Gloranthan Mongoose, a sentient dragon hating mammal I groaned, but actually the more I thought about him, the more I felt he deserved his place amongst the baboons, ducks and newtlings of out beloved world. However the Runehunter felt a little contrived to make the new Runecasting system fit into the world of Glorantha more. The final section of the book is dedicated to some Legendary Creatures. It follows the same format as the rest of the book. It includes the Luatha, a race of demigods from the far west, the Eskaval the ultimate hunters game and the legendary but comical Hoolar. In conclusion Overall the book is great, very pleasing and well written. It suffers from a few writer indulgences and editorial cock-ups, but is suprisingly pleasurable to read. I think Mongoose needs to be checking their credits, many of these beasts were created by Jamie Revell and Sandy Petersen, both of whom have not even received a special thanks. Its only a token I know, but it should be done. A plea to Mongoose, credit your sources will you? Well done to the authors.

Chapter 7 : Reviews from R'lyeh: A RuneQuest Bestiary II

The new RuneQuest Glorantha Bestiary lies somewhere between Aristotle and the bestiarium theinnatdunvilla.com terms of "facts" it is full of them; as a system, RuneQuest has always been detail oriented, and so all the creatures here get the full statistical treatment from characteristics and skills to passions and hit locations.

Myth is the means by which the traditional world expressed the ultimate significance of being. In an unstable, ever-changing world, myths provided definition and order. They were timeless, transcendent truths that showed men and women how the world worked and how to live in it. This was an age when cults and cultures—two words with the same etymological source—were one and the same. Civilizations were defined by their gods. As a setting, Glorantha embraced this mindset and never let go. It was a flat world floating on a cosmic sea; a sky dome turned overhead and the black chasms of the underworld yawned below. Her societies were Bronze Age, ruled by priest-kings and priestesses. Beyond the borders of her empires and city-states monsters reigned. Glorantha was not defined by chemistry or physics but by the epic deeds of her gods, spirits, and heroes. Their actions in the primordial history of the world established the patterns of nature, and set the model for how the mortal races should live. At the heart of this world were the Runes, the building blocks of Gloranthan reality. The two-dozen or so Great Runes defined the pantheons and powers of the gods, explained the nature of spirits, and contained the transcendent essences of existence. By , Stafford was ready to share his myth cycles with the rest of us, and formed a gaming company, Chaosium, to do so. This was our first glimpse of Dragon Pass, where the barbarian nation of Sartar rose in rebellion against the occupying legions of the Lunar Empire. That same year, however, something new emerged. The game was the perfect fusion of system and setting. Eschewing things like class and alignments, characters were defined by what cultures they belonged to and what cults they joined. Combat was authentically ancient world, capturing the brutal, blow-by-blow feel of a gladiatorial arena. And magic—whether through binding spirits or sacrificing to gods—was all about how your character reached out and accessed the Runes. Even the creatures in the bestiary were world specific; Glorantha was up front and center on nearly every page. Which brings me back to the point. There was never anything generic about RuneQuest. The game, even the company that published it, existed to share Glorantha with the world. Then in —the year after I started playing it—there was an unexpected twist in the plot. This was the start of a thirty-year-long Odyssey, in which like Odysseus RuneQuest got lost. Rurik Runespear, the example character whose exploits illustrated game concepts in the original RuneQuest, became Cormac the Pict. In a game called RuneQuest. Wrap your brain around that. This set a pattern of sorts. Most included Gloranthan supplements in some fashion, but with the exception of the work Ken Rolston oversaw in his tenure at Avalon Hill, none of it was particularly memorable. Nor did these subsequent editions really improve RuneQuest itself. Each fiddled with and tweaked the system, more to justify the existence of publishing a new set of rules than anything else. Ultimately, the problem with RuneQuest during this period was never the mechanics; it was the fact the game had been separated from its very soul. So like Penelope and Telemachus diehard fans waited, watching the horizon, and the years rolled by. Chaosium mastered the art of immersive myth. Yet RuneQuest remained conspicuous in its absence; the game that started it all seemed lost at sea. RuneQuest was coming home. There was never anything generic about RuneQuest, and to make that clear, the new edition had a new title—RuneQuest: Roleplaying in Glorantha hereafter RQG. It was a signal that RuneQuest was not only coming back home to Chaosium, it was back home to the world it had been created for, the world where it belonged. Before we examine the game in detail, here are four things to bear in mind. Adventures are assumed to happen once a season, leaving characters time to attend to things like temple duties, families, and land management. There is an end of the year system to handle all of this, as well as aging and improvement from experience, reminiscent of King Arthur Pendragon. With a wink and a nod to King of Dragon Pass, this end of the year management happens during Sacred Time, and includes omens and harvest forecasts. The revised Sorcery system is far more Gloranthan, based directly on what we see in HeroQuest Glorantha. Character creation involves picking a culture, a profession, and personal Runes, much like HeroQuest Glorantha. This will affect the character. This

is much like the previous incarnations system in Nephilim. The Runes, cultures, historical events, and communities of Glorantha are all inextricably tied to your character, right from the start. In short, if you are looking for a generic RuneQuest, allow me to suggest the very fine Basic Roleplaying. Changes have been made to elements throughout the game—especially in magic—to turn up the power levels just a little. For example, instead of using your current magic points to affect someone with a spell, you use your full POW they resist with their full POW as well. And as mentioned, characters begin with personal attachments to the Runes that can be called upon to augment their actions. Your mind is brought onto that level, and you have a nice, mild, slow-burning rapture all the time. It suggests that the Sourcebook, while system agnostic, is technically part of the new RQG line. The art design makes some very interesting choices. Flipping through the art in Hero Wars, for example, you got a very Northern European aesthetic. You might be forgiven for thinking of the Orlanthe as Vikings. There is, for an example, a stunning image of a Humakti on pg. Personally I loved this new aesthetic; Stafford mentions the Bhagavad Gita as far back as White Bear and Red Moon, and there have always been shades of the Vedic mythology and the Indian epics in Glorantha. In many ways Indra is a better model of Orlanthe than Thor. There are also pieces of art included from original RuneQuest supplements. This diversity of art styles suggests that Glorantha is a mythological world, and mythology spans continents and cultures. It resists one-for-one pigeonholing the Orlanthe as Germanic, the Lunar as Romans, etc. This is altogether the most beautiful edition of RuneQuest I have seen. I would be first in line for print editions of these rules and the Sourcebook. Beyond the art, the writing is clear, concise, and up to the usual high Chaosium standards. It is far more grounded and less poetic than the prose in the Sourcebook. The book is meticulously indexed, making everything easy to find. What does the game actually cover? This is where most Gloranthan products have traditionally focused, from White Bear and Red Moon foreword. The core rules include the obligatory introduction to Glorantha, an overview of Dragon Pass and Prax, character creation, all rules covering skill use, magic, combat, etc, armor and weapons, and character development. There is no bestiary of any sort, no section on playing Elder Races, no guidelines on heroquesting, Rune metals, or running campaigns. Roleplaying in Glorantha will have gaps that make it hard to play. Long-time RQ players can use the high degree of backward compatibility to get around this problem, but it will be a roadblock for new players. Now for the book in detail. Make what use of it you can. The world, we are reminded, is Bronze Age and mythic. Gods and their cults are ubiquitous, with polytheism as the general rule. If it exists in Glorantha, it has a god behind it. Every city, every clan, every institution has a divine patron, and every Hero walks in the footsteps of his or her god. Behind these gods are the Runes. These are the building blocks of existence itself. The goal of RuneQuest is described in the title; to master the primordial powers of these essences. This means every character has magic. In the beginning of Glorantha, gods and mortals walked side by side. But when the gods fell to warring upon each other, the world was cracked and Chaos—the soul destroying essence of corruption and negation—bled into the world. By the end of this Gods War, Glorantha, and nearly everything within it, was dead or dying. To save existence, the Great Compromise was forged. Time, a dam against the tide of death and destruction, was created. Mortals and gods were separated; the former dwelled inside of Time while the gods were locked outside of it. The young world, bursting with life and fertility, witnesses the rise of the Solar Emperor, the decline of his kingdom, and the death and desolation of the War in the yearly cycle of the seasons. Time has locked the gods in the eternal cycles that give shape and meaning to the world. Magic, then, is the act of reaching outside of Time to access the powers of the Mythic World. Cults serve to communicate between the Mythic and Mundane Worlds, and characters join them to gain access to magic. Another key aspect of this game is community. It simply means that the character will be part of a family, clan, or tribe, and that his or her adventures will usually be in defense or service of that community. The date is , one thousand six hundred and twenty five years after Time was born and the worlds divided.

Chapter 8 : Runequest/White Dwarf Index - The Oldhammer Wiki

The RuneQuest: Glorantha Bestiary contains almost creatures native to the world of Glorantha or in the spirit worlds adjacent to it. These creatures range from weak to apocalyptically powerful, allowing a RuneQuest gamemaster to choose the right creature to suit any encounter or need.

Please log in to add or reply to comments. Scott N September 20, 5: They can keep it for that price, I just wanted the core book, I always hated the Glorantha setting anyhow. Besides I want a printed hardback version. Rick M September 20, 7: Peter S August 08, 2: Not going to do it. Peter S October 08, 5: Peter S October 10, 2: Is that option available? Robert R July 29, 3: That said, this new RQ product series is truly remarkable and I plan to get it. So, why imperial I prefer Imperial in the Glorantha slip case books? Nathaniel C July 22, 8: Is this enough material to play the game, or is the forthcoming GM pack a must have? It sounds pretty important. Michael O September 20, 7: The Heroquesting rules will be in a forthcoming title. The are eagerly anticipated, but RQ has been around since without them. Daniel C July 18, Blaine S July 18, 4: Daniel S G July 10, 9: Glad ducks will be available once the Bestiary comes out. Apple Lane is a locus for these scenarios. James L July 10, 3: June 29, 7: And I agree wholeheartedly with whoever wrote this review here: The description of the shaman abilities which boost attack and defense with spells refers to the fetch being added, which is not among the bonuses a fetch confers there is a paragraph about that. That the shaman abilities have no stacking limit is technically gamebreaking. That he was given multispell in form of spell barrage is also debatable. The sorcery spell "steal breath" not only tries to suffocate the target, he also produces 1d6 mana per round out of air literally for 5 minutes, costing 2 MP to cast. That one has to be an error. Unlimited mana sounds like a bad idea to me and has little to do with what the spell used to do. See more 2d6 damage. The generic tables and cults from the 3rd edition handbook are replaced by those of Glorantha. A lot of the Gods of Glorantha box made it into the cults and spell section. There are colored maps of the regions and a short description what is found there. It is really just a quick overview for the players and does not replace a region book. The maps each take one page and look pretty professional. There is a new section about runes and passions, which were not present in former rule-sets. The whole thing looks complex and needs a close second reading, because it touches several aspects of the game mechanics. It seems to grant large bonuses under somewhat limited yet flexible circumstances e. It looks like something the GM better has to keep in check. Passions take a similar role and can dictate the actions of the character under the right circumstances. In the book "Shogun" Uruga advises Blackthorn to let all of his new men spit on a cross, since a christian agent among them would never do so. The mechanics form an aid to visualize your character and how he would act. The idea is interesting, but I want to see it in action before I can judge it. The magic systems have undergone some changes. Spirit magic is still pretty much what it was, except that the shaman is now very powerful. Divine magic was made more accessible, but limited in how much ammo a caster can have. Sorcery was tweaked and the manipulation skills are gone. The replacement is too complex to judge it after a glance. The main change is that sorcerer spells take longer to cast than all others 1 round plus your SR plus 2 SR per additional MP, taking easily rounds per spell. I was curious how they would tackle the problem of enchantments, but they avoided the issue by leaving the critical ones out. Maybe they will do something about it, if there ever is a magic book. The layout, coloring and artwork are good to excellent, in a distinctive style. The tables are easy to read and I like their layout very much. The index takes 7 pages and lists all the spells, too, besides the various themes of the book. The whole thing is streamlined and well ordered. There are many short examples in the text to illustrate the rules. Hopefully they will put some corrections into the printed version see above. But the errors are content based and have little to do with the spelling. All in all this could be an excellent incarnation of the game, as it is close to the 3rd edition, which I liked best. Aaron M June 12, 5: Thomas L June 12, 9: RiG newsletter at <http://> Evan M June 07, 9: Obviously the artwork looks great btw , but what are the differences in the skills, rules, etc? Rick M June 07, 9: A full list of the differences would be lengthy. A quick google search would find you what you are looking for. Thomas L June 07, His answer amounted to yours, in that all the small differences made a big difference after all. Now, after having

thoroughly read through RQ: RiG inspired me to dig out my old character, a shaman, and try to bring him up to date – a fun experience so far, combined with a nice trip down memory lane. As far as rule books come, this one is extremely well organized, well written, and a pleasure to read. Characters all have a list of skills, no fixed classes but you decide the skills or groups of skills you want to develop. Skill rolls are percentile-based. Some skills have a high base chance if anyone can try them. Small low-power spells can be jacked up to powerful spells with more practice. Monsters have the same sheets as PCs but possibly fewer Characteristics to worry about. Pick up the free sample today. Chad K June 01, A 16 pages preview of that book including an abridged version of the ducks is available for free! Nicholas L June 03, 1: Darcy H June 15, 5: The RQG Bestiary includes various non-human species for use as player character adventurers, including elves, dwarfs, centaurs, dark trolls and great trolls, baboons, ducks, dragonewts, Men-and-a-half, trollkin, and Wolfbrothers, complete with their professions, cults, and magic. Simon B June 01, 7: Personally, I would now like to have the option of a no art version. David S June 04, 4: Leon P June 04, Nick E June 08, 3: James G July 26, 1: Fabio S June 01, 7: Thomas L June 07, 9: RiG, a sufficient amount of Dragon Pass lore e. The Glorantha Sourcebook – besides being a good read and also featuring top-notch, beautiful artwork – provides a much broader background on the world, cosmology and history of Glorantha. It is meant to be a system-agnostic source and it dovetails nicely with the newer core rule book. Fabio S June 08, 6:

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