

Table of Contents

Introductions	3	Centaurs	171
Overview of Play	6	Cliff Toads	174
History of the Region	7	Deinonychus	175
The Setting & Prominent Features	14	Dream Dragon	176
The Duke and His Household	19	Eternal Battle	176
Employment	23	Hyenas	179
Mercenary Contract	25	High Llama Riders	179
What You Learned in Pavis	26	Impala Riders	182
Peoples of the Campaign	29	Morokanth Slavers	184
Agimori	30	Morokanth Tribe	187
Broos	37	Newtlings	189
Ducks	40	Rhino Riders	189
Morokanth	41	Sable Riders	192
Newtlings	45	Sartar Bandits	195
Tusk Riders	46	Tigers	196
A Brief Bestiary	47	Trachodons	196
Other Descriptions & Rules	57	Traskars	197
Establishing a Spirit Shrine	58	Triceratops	198
Cult of the River Horse	59	Vultures and Condors	198
Frog Woman Spirit Cult	60	Whirlvishes	199
Using Nets	61	Skullbush	200
Pre-rolled Characters	63	Plunder	201
Magical Secret Societies	66	More Plunder	229
Scenarios	67	Gems & Jewelry	233
1. Scouting the Land	67	Special Items	234
2. Outlaw Hunt	73	Runemasters	235
3. Jezra's Rescue	81	Creating a Runemaster	236
4. Revenge of Muriah	93	How to Create a Retinue	241
5. 5-Eyes Temple	105	How to Play a RuneMaster	244
6. Condor Crags	135	Group Melee Tactics	248
7. To Giantland!	145	Daka Fal	254
Encounters	157	Storm Bull	257
Encounter Table	158	Waha	261
Ankylosaurs	159	Eiritha	263
Agimori	161	Humakt	266
Bison Riders	164	Seven Mothers	269
Broos	168	Pavis	272
		Yelmalio	275
		Issaries	278
		Chalana Arroy	281
		Lankhor Mhy	284
		Orlanth	287
		Kyger Litor	290
		Zorak Zoran	293
		Aldrya	296
		Appendices & Index	299

Ever Forward

Welcome to the fourth volume of the Glorantha Classics. As before, I have endeavored to assemble a related group of sought after Glorantha material from numerous long out-of-print sources. Herein you will find a compilation of material from *Borderlands*, *Plunder*, *Runemasters*, *Nomad Gods*, and the *RQ Companion*, plus articles from *Wyrms Footnotes* and *Pegasus* magazine. These sources have collectively yielded over 300 pages (re)printed together for the first time.

Like the previous volumes, working with and reading this source material continued the flood of sentimental and faded memories. My character played in some of the scenarios from *Borderlands* over 20 years ago and I finally understand some of the perplexing qualities of my adversaries.

Once again, numerous artists have helped bring new life to the text through their visual contributions. Over 60 new pieces were needed to bring the pages alive (and make my layout task easier). They also work well in presenting the material with a complimentary balance to all of the classic art included. Special thanks is due to Simon Bray, who allowed me to use much of his Praxian art from the 90's, and for drawing much of the new art as well.

As for what comes next, it is with mixed emotions that I have decided that the *Runequest 2* material pipeline is now empty. While there are still a number of supplements I have not reprinted, they are not part of a potential fifth volume. People have politely asked me about why the remainder will not be reprinted and my reasons vary. As for *Militia & Mercenaries*, *Scorpionmen & Broos*, *Trolls & Trollkin*, and *Foes*, they only contain statistics, often in a highly repetitive fashion. Most of my readers desire access to geographical, historical, or other Glorantha background information. Another category of product was reprinted in the 90's. Thus, *Wyrms Footnotes* magazine, *Apple Lane*, *Snakepipe Hollow*, and *Troll Pak* are still readily available enough for me to see far less demand.

The three *Soloquest* supplements are set in Glorantha, but few people have shown an interest in them, at least not enough for me to justify their reprinting. The originals can also usually be purchased on the second-hand games market for very reasonable prices.

While *Questworld* is still highly sought after, it is not Glorantha. Perhaps the *Heroquest* based *Questworlds* game in the works will bring this back into print in some fashion.

Lastly, there are a number of articles from *Different Worlds* magazine that are worthy of reprinting, especially some of the cults like Indlas Somer and Kali, but tracking down and obtaining permissions for all of the various authors is a difficult task, even in the age of the internet.

Because I never like to see things end, I have been discussing with Issaries Inc. the possibility of reprinting a variety of Glorantha geographical information as a fifth volume of the Classics. The core of this material would be from the *Genertela* boxed set and the *Missing Lands* book. This would allow me to combine those with the Holy Country material from the *Runequest Companion*, a wonderful article that I could never find a way to thematically fit within any of the first four volumes. Put this all together with a great set of maps covering the whole of Glorantha and we may be on to a wonderful final volume. Only time will tell. Feel free to let me know if you would be interested in such a book.

All told, the four volume series has spanned over 1200 pages worth of classic Glorantha material. It's been a pleasure and a privilege to see this project come to fruition. Thank you for all your support, and most specifically thank you for purchasing this book.

Rick Meints

