



By Greg Stafford, Jeff Richard, Sandy Petersen, and Colin Driver



Guide to Glorantha

Argan Argar Association (AAA) - Gloranthan Atlas

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Cartography – Colin Driver

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Argan Argar Association (AAA) is a for-profit effort, aiding travellers since the Dawn by keeping them in the dark.



Solkathi Sea





1 Hex = 5 miles/8 km 2013 based on the Gey Stafford Denestlazam Ocean 42 43 Kerenth Sea (Brown Sea) ustu -----44 Dashomo Jorkar's Sea Sea 52 54 55 56 53 Drospoly's Chasm 2 8 the he Dralos Swermela Sea 64 65 66 67 62 63 Enkloso aska Dolorofey Guruch Comon 78 luk t u m a r **79** 777 Caluk Cabanos 75 76 74 73 Hammerh Hills 0 Flats **TARIEN** JOL Jostran Won Saras 2 85 0 88 91 86 90 89 I Ratahan Rapa Desert

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HeroQuest Core Rules

Anything you can imagine, you can play...

HeroQuest is the innovative, dynamic, and flexible rules engine by Robin Laws, suitable for play in any genre or setting. It present a simple and flexible system that allows Game Masters to make decisions the way authors and screenwriters do when creating novels, TV episodes and movies. *HeroQuest* encourages creative input from your players, resulting in an exciting, unpredictable narrative created through group collaboration. Its resolution methods and scalable character levels make it equally suited for any genre, from epic fantasy to satirical soap opera. Whether your next game idea draws on horror, war, westerns, martial arts, pulps, cyberpunk, cliff-hangers, giant robots, super-powered heroes, space opera, cop action, corporate intrigue, furry animals, swashbuckling adventure, Greek tragedy or even drawing room comedy, *HeroQuest* can handle it! You can even use HeroQuest to emulate a musical - although it won't do the singing or dancing for you. Completely rewritten by the original designer, this new edition opens and details running the core system for any genre.

What's in this book?

This book contains everything needed for play:

Character Creation - describe your character and get playing in minutes.

- Overcoming Obstacles handling conflict, be it with swords, words, gangs, or armies.
- Playing Stories how to vividly run your adventures in engaging and creative ways.
- Narrating the secrets for balancing the give and take between narrators and players.
- Followers and Support how your sidekick, followers, horde, army or community help.

Creating Genres - details for creating and detailing your own game world.

Gaming in Glorantha - a separate section on applying HeroQuest to Glorantha.

Quick Reference - so you don't have to hunt for the information you really need.





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Sartar - Kingdom of Heroes... The year is 1618 S.T. The Flame of Sartar has been extinguished. For

The year is 1618 S.T. The Flame of Sartar has been extinguished. For generations, our wise kings and powerful magicians fought against the armies and demons of the Lunar Empire and kept us free. Now, the people suffer under the tyranny of the Red Moon. In every hill fort, village, and tribe, there are prophesies of a new liberator who shall start the Hero Wars and free Sartar - the Argrath. Is it your destiny to be this Argrath and relight the Flame of Sartar?

What's in this book?

The *Sartar* book contains everything you need for a campaign set in the Kingdom of Sartar, the core of Greg Stafford's Glorantha.

- New rules for creating Sartarite characters and their clans that immediately introduce and immerse you in the rich world of Glorantha.
- Comprehensive and detailed rules for the Rune Magic of the Sartarites.
- The cults of Sartar (with new writeups for the most important Sartarite cults).
- Rules to bring the powerful magical adventures called heroquests into your game.
- · Background material including of Sartarite myths and history.
- An epic campaign arc putting your characters into the magical Hero Wars that will determine the fate of the Glorantha.

You must own HeroQuest Core Rules (2nd edition) to play this book.





Sartar Companion Your HeroQuest Adventures in the Kingdom of Heroes continue!

What's in this book?

The Sartar Companion has 294 pages of pure Gloranthan gold, including:

- Full write-ups for many locations including Apple Lane, Jonstown, the Jonstown Library, the Starfire Ridges, Clearwine Fort, Tarndisi's Grove, Runegate, the Creek-Stream River, the Dragonewt Wilds, Old Wind Temple, and the New Lunar Temple of the Reaching Moon.
- 42 detailed random encounters and 31 special encounters each a potential adventure on its own.
- Full page color maps.
- Six full-length scenarios.
- Full write-ups of 6 cults: Argan Argar, Babeester Gor, Eurmal, Heler, Kolat, and Odayla.

You must own both the *HeroQuest Core Rules* (2nd edition) and *Sartar: Kingdom of Heroes* to play this book.





Argan Argar Atlas Explore the entire world of Glorantha...

The Argan Argar Atlas is an essential part of your Glorantha collection. For the first time ever here is the complete atlas of the entire Middle World in astonishing detail. Over 120 full page color maps based on Greg Stafford's original drawings illuminate the enchanted world of Glorantha, including Genertela, Pamaltela, Jrustela, the East Islands, Vormain, and more. The Argan Argar Atlas is the perfect companion piece to the Guide to Glorantha.





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