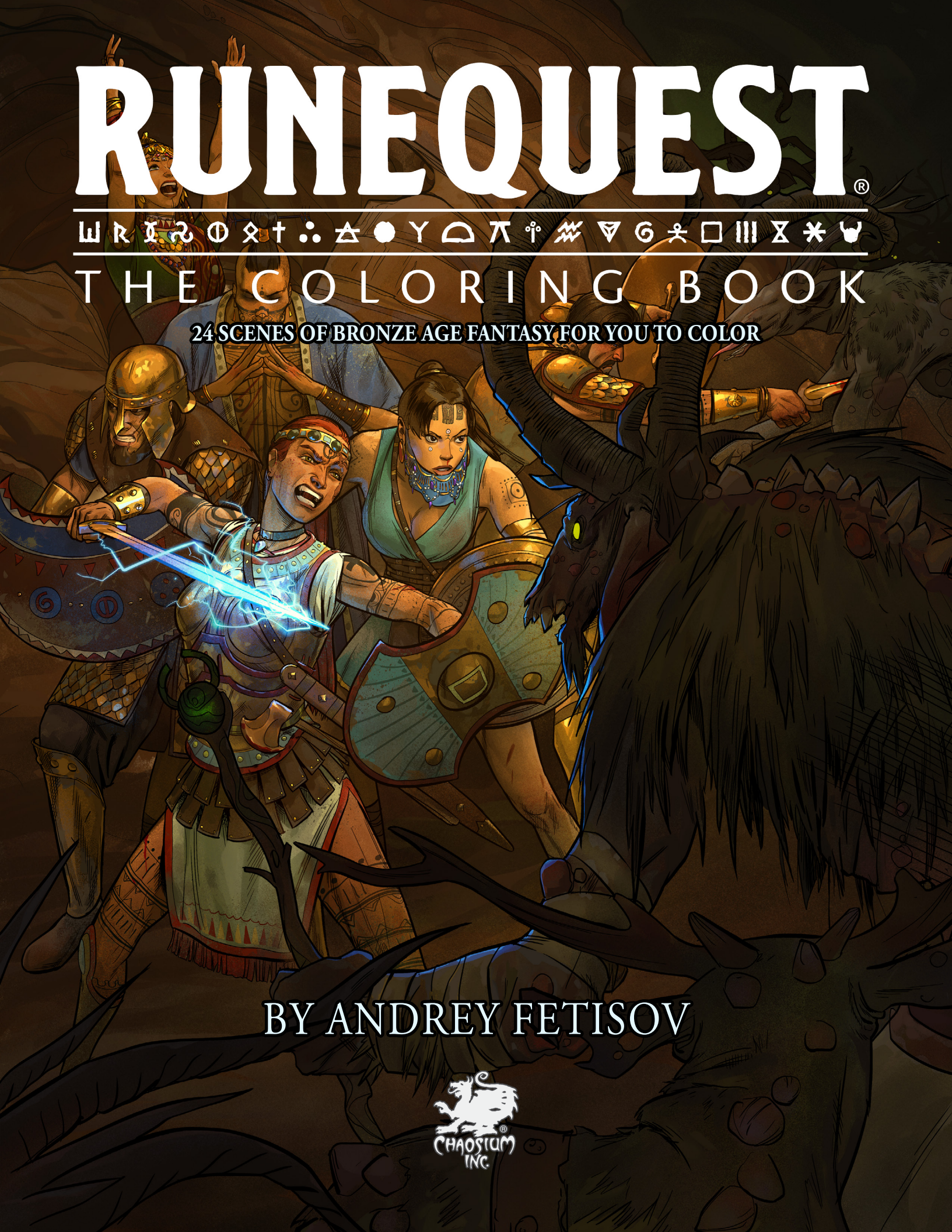


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THE COLORING BOOK

24 SCENES OF BRONZE AGE FANTASY FOR YOU TO COLOR



BY ANDREY FETISOV





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24 SCENES OF BRONZE AGE FANTASY
FOR YOU TO COLOR

BY ANDREY FETISOV



Credits

ART BY
Andrey Fetisov

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Contents



RuneQuest	4
A World of Fantastic Beings	6
Within the Queen's Tomb	8
The Pegasus Plateau	10
The Smoking Ruin	12
The World is Alive with Spirits	14
Across the Thunder Hills	16
The Funeral Pyre of Prince Kallyr Starbrow . . .	18
Joining a Caravan	20
Storm Bull and the Devil	22
The Monkey Ruins	24
Ruins in the Big Rubble	26
Binding an Earth Elemental	28
Meeting Argrath Whitebull	30
Worship Ceremony	32
The Assembly Rocks	34
Calling the Spirits	36
Snakepipe Hollow	38
The Vale of Flowers	40
Treacherous Spirits	42
The Sorcerer of Nochet	44
Gunda the Guilty	46
The Black Spear	48
In the Risklands	50
About the Artist	52

RUNEQUEST

RuneQuest is Chaosium Inc.'s fantasy roleplaying game set in Greg Stafford's Glorantha. In *RuneQuest*, players create adventurers who explore an ancient world rich in magic. Everyone uses spells and anyone can be a warrior, equipped with bright bronze and stout armor. The gods provide fantastic powers to their mortal worshipers and can intercede on their behalf. Each *RuneQuest* adventurer is unique, defined by Runes and passions chosen by the player and belonging to a definite culture and cult.



A WORLD OF FANTASTIC BEINGS

Glorantha is a fantastic world filled with strange and deadly inhabitants. Here a dark troll priestess gathers an unlikely group of allies including (clockwise from top): a scorpion man; a beaked dragonewt; a pair of wind children; a Telmori werewolf; a Morokanth; a duck warrior; a rock lizard; a baboon; a broo; an iron dwarf and his Aldryami companion; a walktapus; a sky bull; an elf runner; a Tusk Rider on his tusker; and some trollkin.



WITHIN THE QUEEN'S TOMB

The Colymar warrior Vasana Farnan's Daughter and her companions Sorala Tor of Nochet and Harmast Baranthos' Son explore the chambers beneath the mysterious Queen's Tomb. In the background, a dragon wakens.



THE PEGASUS PLATEAU

On a clear day in Storm Season, Vasana's half-sister Yanioth convinces her sister and her companions (joined by the Praxian Vishi Dunn) to climb the Pegasus Plateau as part of a magical quest. However, they have angered a herd of hippogriffs, and Vasana bravely fights them off.



THE SMOKING RUIN

Having crossed the Dragonspine Mountains, the adventurers now scout out the Smoking Ruin and the rich valleys of the Grazelands below.



THE WORLD IS ALIVE WITH SPIRITS

In Glorantha, all natural things consist of a corporeal body and a spirit. The world is alive with spirits, some with bodies and some disembodied. A spirit may be found in a waterfall, amongst animals, or be the spirit of a location.



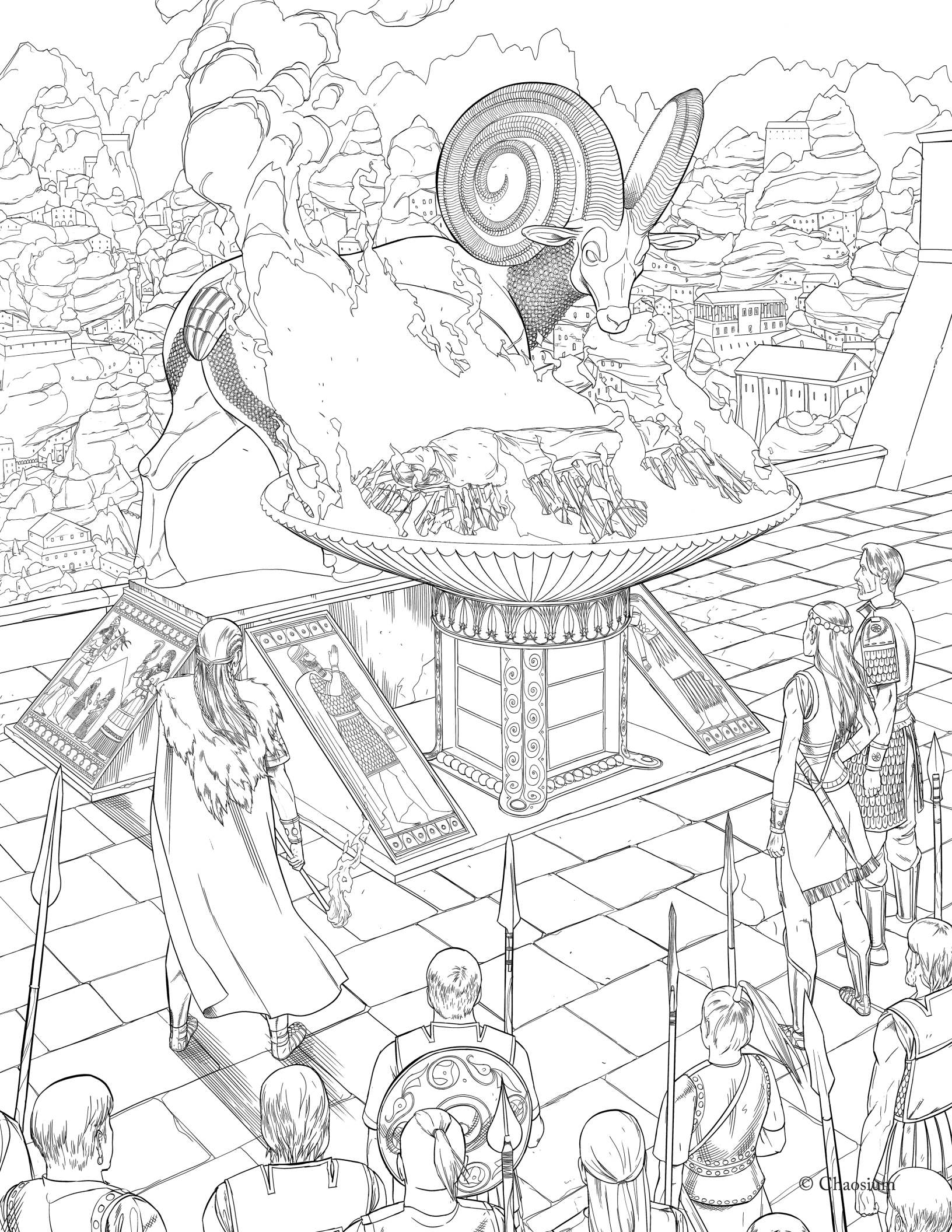
ACROSS THE THUNDER HILLS

Returning back from the Grazelands, Vasana leads her companions across the Thunder Hills in Sartar. The Quivin Mountains rise in the distance.



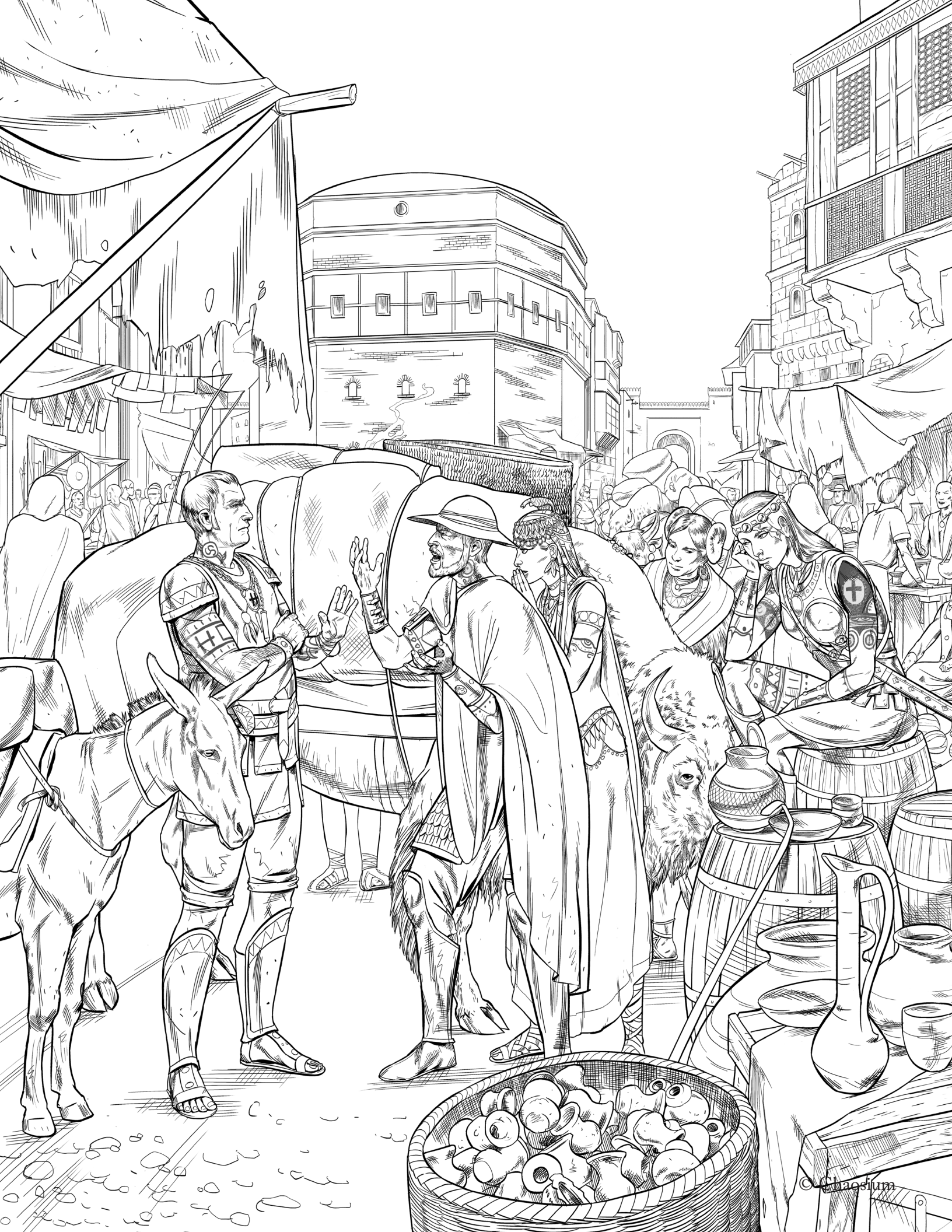
THE FUNERAL PYRE OF PRINCE KALLYR STARBROW

When Kallyr Starbrow, the Prince of Sartar, was killed by the Lunar Army at the Battle of Queens, her Colymar allies return her body to Boldhome to be burned like her ancestors, so her spirit might join Orlanth in the sky.



JOINING A CARAVAN

In the market of Swenstown, the adventurers seek to join a merchant caravan to travel across the wastelands of Prax. A bored Vasana sits by as her sister Yanioth and Harmast negotiate with the canny Issaries priest Biturian Vorash. Biturian's Bison Rider wife NorayEEP watches with interest.



STORM BULL AND THE DEVIL

At the place now marked by the huge magical artifact called the Block, the Storm Bull fought the last battle against Wakboth the Devil. Even today the cultists of the Storm Bull fight against such chaos monsters as broos and dragonsnails in the Devil's Marsh below the Block.



THE MONKEY RUINS

The Monkey Ruins are sacred to the Praxian baboons. They claim that this was once the city of the Monkey King and from here the baboons ruled the world. It is now home to many troops of baboons.



RUINS IN THE BIG RUBBLE

In a ruined Sun Temple in the Big Rubble, Yanioth points out the symbol of the hateful troll god Zorak Zoran to her half-sister Vasana. Meanwhile Harmast struggles to hear the scraping sounds of trollkin climbing up the ruins, while below two Death Lords summon a terrible Darkness spirit.



BINDING AN EARTH ELEMENTAL

Deep within the Ernalda Temple, the young Earth priestess, Yanioth, enchants a jade bracelet so that a spirit of Earth might reside within it.



MEETING ARGRATH WHITEBULL

In the palace that once belonged to the city's Lunar lords, Argrath Whitebull accepts Vasana's oath of allegiance, while Yanioth anxiously watches on. Argrath is accompanied by his strange foreign sorcerer, Mularik Ironeye, and his Yelmalion bodyguard, Rurik Runespear.



WORSHIP CEREMONY

On the holy day of Ernalda, Vasana and Yanioth offer the goddess a sacrificed pig. Yanioth is garbed as a goddess, with white makeup on her face. A great copper statue of Ernalda sits upon the altar, with a bronze statue of Orlanth by her side.



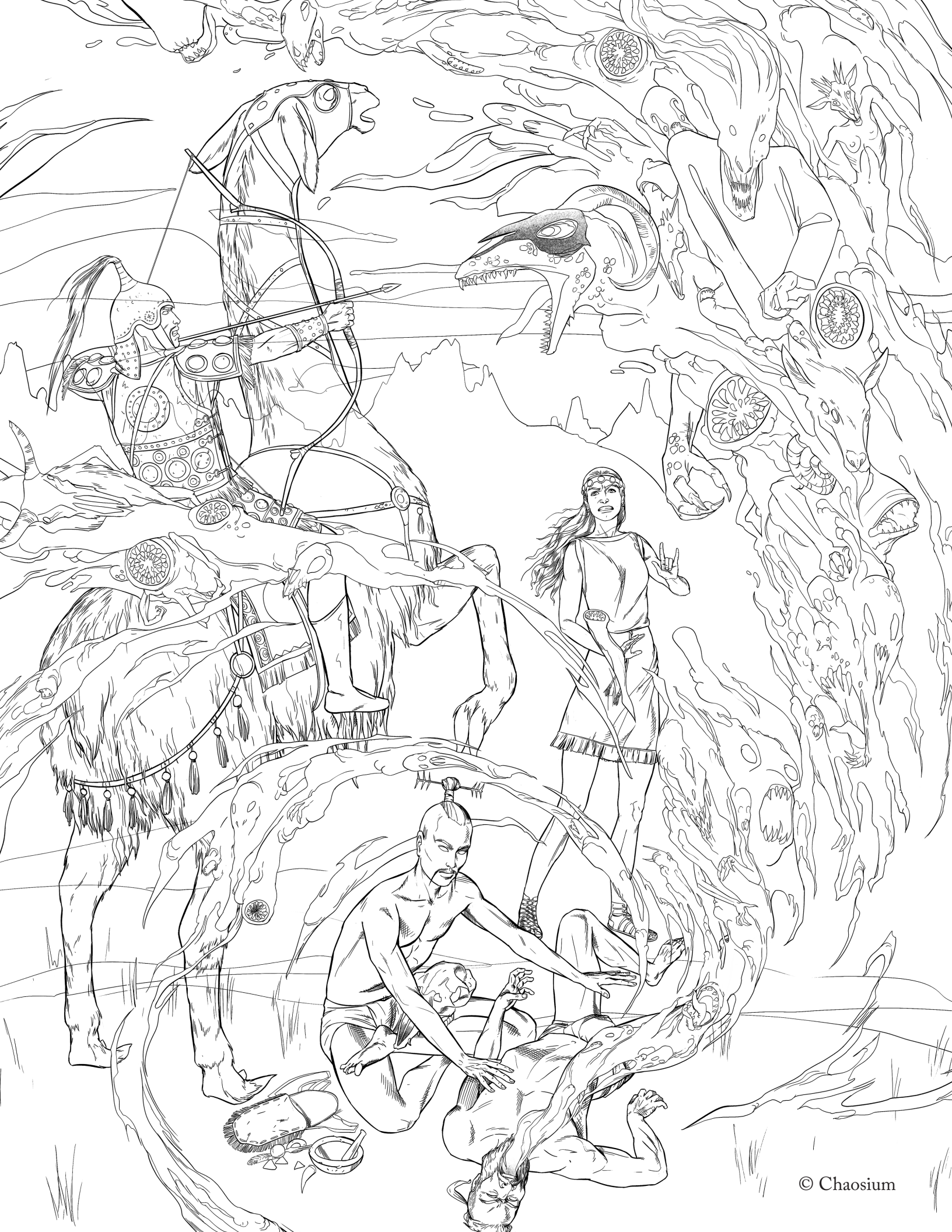
THE ASSEMBLY ROCKS

At the Assembly Rocks in Prax, the powerful shaman Sabera Spiritrider calls upon spirits of Prax to support the White Bull.



CALLING THE SPIRITS

Vishi Dunn calls upon his spirit fetch and the spirits of his ancestors to help heal a tribesman who has been possessed by evil spirits. Vasana makes a hand gesture to ward off the spirits.



SNAKEPIPE HOLLOW

Deep within the Caves of Chaos in Snakepipe Hollow, Vasana and her companions are ambushed by broos that had been horribly warped by Chaos. They call upon the power of the gods and kill the broo, but wounded and depleted of power, they retreat from the Caves of Chaos. Vasana swears that she will return.



THE VALE OF FLOWERS

The Vale of Flowers is a land of gigantic flowers to the north of Snakepipe Hollow. It is ruled by the Bee Tribe of dark trolls who herd insects and forage pollen from the giant flowers. Here a watchful dark troll and his Karrg Beetle watch over his trollkin workers.



TREACHEROUS SPIRITS

In the ruins of Whitewall, Vasana and Yanioth follow Vishi Dunn's spirit form deep into the Spirit World. There they encounter powerful and dangerous spirits created when the Lunars assaulted Whitewall. Fortunately, Vishi is able to dance the spirits of his friends back into their bodies before they are devoured by the treacherous spirits.



THE SORCERER OF NOCHET

In the great city of Nochet, Vasana and Sorala Tor find a Western sorcerer to help them locate a lost treasure. Using his eldritch arts, the sorcerer locates what they are looking for.



GUNDA THE GUILTY

Vasana, Vostor, and Sorala Tor try to loot the treasure, but are captured by the Wolf Pirate chieftainess called Gunda the Guilty. She allows Vasana to ransom herself and her friends and regain their liberty.



THE BLACK SPEAR

Back at Clearwine Fort, Vasana persuades Leika, Queen of the Colymar, to give her the sacred Black Spear so that Vasana and her companions might return to Snakepipe Hollow to quest for the fabled Snake Pipe, thought to be lost deep within the Caves of Chaos. In a ritual laden with magical significance, Yanioth fastens her sister's cuirass, while Queen Leika arms her with the Black Spear.



IN THE RISKLANDS

Near the borders of Dorastor, a Storm Voice calls upon Orlanth to protect the village from Chaos.





ABOUT THE ARTIST

Andrey Fetisov was a student of classical art at the Surikov Art Institute in Moscow, and has been working as a freelance illustration/concept artist for about eight years.

He describes himself as “a budding Glorantha fan with a softspot for all things retro-ish.”

illustrators.ru page: <http://illustrators.ru/users/id79938?page=1>

deviantart page: <http://theoctistus.deviantart.com>

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ROLEPLAYING IN GLORANTHA



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Runequest Glorantha Bestiary

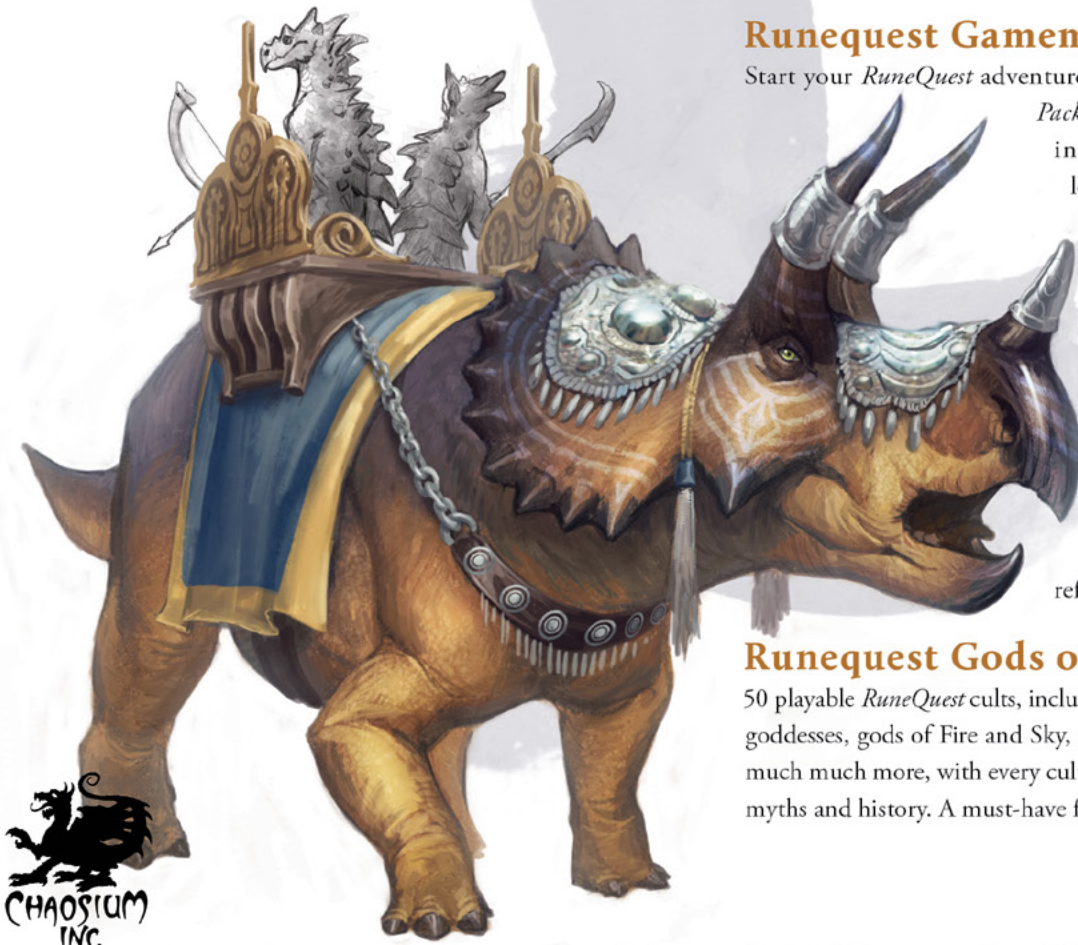
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