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Ever Forward

Welcome to the third volume of Gloranthan Classics. As before, we have endeavored to assemble a related group of original Gloranthan material from numerous long out-of-print sources. The scope was more wide sweeping this time as we searched the cavernous vaults of our collection. Herein we have compiled material from *Cults of Prax*, *Cults of Terror*, *TrollPak, Rune Masters*, and the *RQ Companion*, plus magazine articles from *Wyrms Footnotes*, *Different Worlds*, and *White Wolf*. Those sources have collectively yielded over 40 cults which you will find here (re)printed together for the first time.

Deciding what would go into this cult compendium was far more perplexing than I first thought. When I began compiling a list of cults for this book I realized that I had to consult numerous sources to get the most comprehensive information available. Many of the cults were revised and printed in several versions, especially after the third edition of the rules was published. Fortunately, Gloranthan fans never want for an opinion, and many valuable suggestions electronically found their way to me over these many months.

As the title for this series of books suggests, only Gloranthan cults would be considered for inclusion (although the idea of a separate Gateway Compendium is being investigated). Cults written for the second edition rules would take precedence since the third edition of the rules included numerous and significant changes to the way cults and their magic work. However, if only a third edition version of a cult was available, was in a similar format, and was fairly complete in detail I considered it for inclusion. Also, priority was given to write-ups that were in the more obscure or hard to obtain publications. To understand the material enough to make these considerations, a great deal of reading began.

Reading this gaming material brought back another flood of sentimentality and faded memories. *Cults of Prax* was the first Gloranthan book that I read from cover to cover, mainly with the intent of finding the best cults to suit my power-gaming nature. The other sources I never owned when I played in my first and second campaigns. It was only when I began collecting in the mid 1980's that I had access to the rest of the game supplements. With only a few of the magazine articles as exceptions, I find it amazing that virtually all of this material came out within the span of only three years.

Once again, numerous artists have helped bring new life to the text through their contributions. Being the biggest volume (so far) means that we needed over 60 new pieces to bring the pages alive (and make my layout task easier). In particular, you may notice a number of drawings from the original rulebook and from *Rune Masters*. While most people's perceptions of how things actually look in Glorantha (more piercings and tatoos these days) have changed, I find these drawings more evocative than ever. I'm very happy that Luise was able to plunder her art class assignments to help Chaosium out all those years ago, and wished she drew for *Hero Wars*.

As for what comes next, Volume IV: *Borderlands & Plunder*, and a set of poster sized maps from all the supplements now loom on the horizon. After that, it is with mixed emotions that I can report that the pipeline is rapidly emptying. All told, the four volume series will span over 1200 pages worth of classic Gloranthan material. It's been a pleasure and a priviledge to see this project come to fruition. Thanks for all your support, and most specifically thank you for purchasing this book.

Rick