

WHITE WOLF QUARTERLY

WINTER 2005
VOLUME 3.1

FREE

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TO MARCH

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CULT OF THE ILLUMINATED	EXALTED	1-58846682-5	8829	\$21.99

This quarter...

2 EARLY AWAKENING

developer bill bridges answers a few questions about this summer's **mage: the awakening**. but just a few — what a tease!

4 OF WOLF AND MOON

the second of the core world of darkness games is upon us. developer ethan skemp looks to the moon and howls about **werewolf: the forsaken**.

7 MOUNTAINS BY MOONLIGHT

developer matthew mcfarland takes us into the mountains with the signature setting book for werewolf, **hunting ground: the rockies**. don't feed the animals...

8 THE ARCHITECTS OF THE MONOLITH

author bradley robins reveals one of the secretive blood-families presented in march's **bloodlines: the hidden**.

10 DEBTS OF BLOOD

the second **vampire: the requiem** novel hits shelves and takes it to the streets of chicago in lucien soulban's **blood in, blood out**.

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11 A BEAUTIFUL WORLD

take a look at sonja blue's haunted world in this excerpt from nancy a. collins' **paint it black**.

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14 MORE THAN DAMNED

kindred most wanted, the new set for **vampire: the eternal struggle**, brings an even nastier edge to the card table. developer l. scott johnson brands us anathema.

15 WARGHOULATOR!

vtes's top player, stéphane lavrut, shows us one of his most successful decks.

16 A CHALLENGE TO CHERISH

alex teodorescu-badia, master storyteller of the camarilla fan club, lets us in on the development of the club's new live-action chronicle for the new world of darkness.



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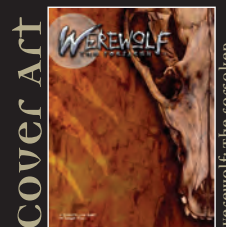
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<http://www.white-wolf.com; alt.games.whitewolf and rec.games.frp.storyteller>
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Howlings

news and notes from white wolf game studio

CALENDAR OF EVENTS

In January

First Night (January 8-11) — The Camarilla kicks off the new live-action chronicle (set in the new World of Darkness) at the year's first show in St. Louis, MO. The Requiem begins indeed.

In February

VTES Chilean Championship (February 14) — Chilean VTES players show they really love this game as they mark Valentine's Day by determining who reigns as the national champion in bleeding others dry. And they say romance is dead...

SCaRE (February 16-21) — The Camarilla's South-Central region hosts players from around the region and the country in New Orleans, LA. Give up your Vitae for Lent.

Get Forsaken! — The second game in the all-new World of Darkness shows up like a raging, nine-foot lycanthrope. Werewolf: The Forsaken lets loose this month.

Wanted, Dead or... Well, Dead — The next Vampire: The Eternal Struggle set hits game stores with Kindred Most Wanted. Pre-release events run around the globe with some very nasty new cards in play.

In March

GAMA Trade Show (March 14-17) — Game publishers and retailers descend on the Riviera Hotel and Casino in Las Vegas, NV for four days of gambling, drinking and madly trying to squeeze business in between all-night benders.

Canadian Camarilla National (March) — Camarilla members north of the border assemble for their yearly national event. Black wool mittens a big hit.

Early Awakening

Mage: The Awakening Developer Bill Bridges gives us a peek at the underpinnings of White Wolf's third World of Darkness game. **Mage: The Awakening** releases this summer.

White Wolf Quarterly: So, what is a mage?

Bill Bridges: A mage is someone who's Awakened, whose soul has been freed of an ancient curse afflicting mortals. Most people's souls are asleep, unaware of the raw power they can tap to remake their world. The truth has been hidden from them many lifetimes ago; all they know is a lie. Mages can see through the lie and enact humanity's birthright: magic.

WWQ: Thematically, what is Mage about?

Bridges: Mage's core theme is *power corrupts*. There's danger in magic. Reweaving the Tapestry of creation can inflate the ego and overwhelm a mage

in warped outlooks or lies that he believes to be true. Trapped in a world of his own misperceptions, the mage attempts to rework reality to match his new warped vision. What's real and what's not? A mage's Awakening gives him the power to see the Invisible Truth — and to create new truths. But his own mortal failings might cause him to create falsehoods and virtual realities mistaken for real. What begins as a quest to strip away illusions risks becoming a process of substituting new phantasms for old.

WWQ: How about mood? What does Mage: The Awakening feel like?

Bridges: I'm going for a sense of ancient mystery. The true nature of reality is an enigma always beyond reach. This cosmic Mystery has a powerful pull on the minds of the Awakened. They're drawn to seek it out and solve it, even if solving one aspect only reveals a

VTES North American Championships

GenCon Indy last August was also the site of the 2004 North American Championships of **Vampire: The Eternal Struggle**, White Wolf's collectible card game of vampiric intrigue and battle. Friday, August 20th saw a last-chance qualifier event with 90 players participating and ending up with 13 new qualifiers. The finalists of the qualifier event were Remy Auclair, Dave Pennington, Scott Gomes, Robert Goudie, and Stefan Ferenci, with Remy Auclair of Quebec, Canada winning the event.

Saturday, August 21st, saw the North American Championship itself. Seventy-two players sat down to face one another, having qualified in events held

throughout the year and across North America. The five players who advanced to the final round were Christian Chénard and Hugues Bertrand of Canada, Stéphane Lavrut who came in from France (and is the

#1 ranked player in the world) and Americans Peter Charnley and Todd Holland. Peter and Todd were the first two players ousted from the table, meaning the three others could have

continued entirely in French. They gracefully kept to English for the benefit of those watching. In the end, Christian Chénard won the day (or the night) with his Toreador *antitribu* deck (see box) and became 2004's continental champion. *Félicitations, mon ami!*



Howlings

thousand more unanswered questions. This mood is a more metaphysical version of the theme of the World of Darkness as a whole — a dark, secret conspiracy beckoning those in the know. Instead of being a *theme* for **Mage**, it is a *mood*: a pervasive atmosphere of ciphers, secrets and looming cosmic revelations.

WWQ: What do mages do?

Bridges: There's a stereotype that mystics mostly contemplate their navels and the awesome secrets of the universe, but that's not what **Mage** is about. Mages — especially mages portrayed by players in a Storytelling game — are in the thick of things, always at ground zero for the next, great momentous event. They don't just think, they *act* — by casting magic.

Mage characters are the secret movers and shakers of the world. Their actions affect the tenor of the Tapestry itself — for good or ill. And yet, they act unseen, their powers invisible to the Sleepers, who are shrouded in their curse, blind to the truth. Worse, if a Sleeper does get a glimpse of the Invisible Truth, the curse reacts to blind him once more — and to punish whomever alerted him.

Mages seek ever more cryptic secrets, the keys to greater power. Their quests take them into unimaginable realms and landscapes of the mind. As a mage grows in knowledge and power, he understands more about the world — and realizes that it's vaster and more unfathomable than he ever imagined. Only a god could possibly master such a universe... and that's exactly what mages intend to become.

The small-mindedness of mortals, however, extends even to the Awakened. Only a select few are open-minded enough to realize that reality is pliable enough to accept multiple outlooks at once. Reprogramming reality brings a mage up against his rivals: mages who violently disagree with his goals and who seek to stop him. Crossing the territorial borders of other mages can often be construed as an act of war.

The Championship Deck

Here's the killer set up Christian Chénard used to win big in Indianapolis. He calls this baby "Second Chance to Embrace."

Crypt (12 cards):

Carter (x2)
Greta Kircher
Jessica (advanced)
Jost Werner (x3)
Lolita
Nicholas Chang (x2)
Remilliard, Devout Crusader
Sabrina

Library (90 cards):

Anarch Troublemaker (x2)
Art Scam (x4)
Change of Target (x4)
Communal Haven: Cathedral
Consanguinous Boon (x5)
Creepshow Casino (x2)
Direct Intervention (x2)
Dodge (x6)
Dramatic Upheaval (x2)
Dreams of the Sphinx
Fetish Club Hunting Ground
Foundation Exhibit (x4)
Giant's Blood
Heidelberg Castle, Germany
Hungry Coyote
Jake Washington
Life in the City (x6)
Palla Grande (x5)
Pentex Subversion (x2)
Stealth Ritus (x6)
Sunset Strip, Hollywood (x4)
The Coven
The Embrace (x13)
The Parthenon (x2)
Thin-Blooded Seer (x8)
Tribute to the Master (x5)



A Story Made in Hell

Infernal Plague Story Line Kit Sets the Stage for Kindred's Most Wanted

February sees the release of **Kindred's Most Wanted**, the latest expansion for **Vampire: The Eternal Struggle** (see p. 14). **KMW** focuses on the most fiendish of all the Kindred (and those who hunt them). Among the most vile of the Most Wanted are the Baali, a clan of vampires who serve the Infernal (and who get their own starter deck). White Wolf set the stage for these nasties last fall with the **Infernal Plague Story Line Kit**, the most recent of our quarterly story-line events for **VTES**. This story-line tournament included special rules and the exclusive Baali vampire Barbaro Lucchese, with the fiendish ability to make other vampires into infernalists too. Princes from the Vampire Elder Kindred Network (the **VTES** organized play structure) special ordered the kit from their retailers and hosted infernalism tournaments across the globe. What can we say? Lucchese gets around. And starting in February, he'll be joined by a whole host of cohorts. What devilish fun...

For more on **VTES** story lines and to participate in the **Build-Your-Own Story Line** program, see <http://www.white-wolf.com/vtes> and click on **EVENTS**.

WEREWOLF THE FORSAKEN

OF WOLF AND MOON

CHANGING THE SHAPE OF LYCANTHROPY THE CHALLENGES OF WEREWOLF: THE FORSAKEN.

by Ethan Skemp, Werewolf Developer



**Werewolf:
The Forsaken**
WW30000; \$34.99
ISBN 1-58846-324-9
page 18



**Hunting Ground:
The Rockies**
WW30200; \$26.99
ISBN 1-58846-325-7
page 19



**Werewolf:
Heart of the Hunter**
by Rick Jones
WW11235; \$6.99
ISBN 1-58846-862-3
page 19

By now, you've had a chance to digest the world of **darkness rulebook** and **vampire: The Requiem**. so, you might already have an idea of just what sort of changes are coming to **werewolf** in its new incarnation as **werewolf: The forsaken**. well, to put it bluntly, **werewolf** has changed even more than **vampire** has — yet it doesn't reject its pedigree. Rather, it takes the best aspects of **werewolf: The Apocalypse** and merges them with a whole new direction, becoming a fusion of classic and cutting-edge.

one of the greatest challenges we faced in looking at werewolves in a way previous games hadn't was trying to find which expectations to meet and which expectations to shatter. most people think of werewolves as ordinary people who turn into uncontrollable monsters on the night of the full moon. it's a familiar trope of werewolf myth, but it's not very *playable* — certainly not in a group larger than one player and one storyteller. yet, we knew we didn't want to hold to the very specific (though clearly our own) take on werewolves that **werewolf: The Apocalypse** enjoyed. we knew the new **werewolf** had to be different, but it couldn't emulate the popular movie image of werewolves so closely that we wound up with a game in which players either couldn't control their own characters or had no interesting reasons to interact with one another. The answer had to lie somewhere in between — blending archetypes that would be familiar with interpretations that were fresh, the result being something with a solid, proven foundation and an inspiring new structure. even more importantly, that which wasn't familiar shouldn't all be known — the mystery and wonder of exploring a setting from the beginning had to be rekindled. This had to be a **werewolf** in which a player who's been with us since the very first edition, and a player who's brand new, both share that thrilling sense of mystery.

so then... spoilers? sneak peeks? Advance information? Appetizers, if you will?

what the hell? Let's do it.

A Personal Scale

This is one of my favorite things about **werewolf: The forsaken**. The previous incarnation of **werewolf** was a grand, epic-scale tragedy about a dying people whose struggles as tribes and as nations crossed the entire globe. That was a fun way to go — but been there, done that. Now **werewolf** zooms in and focuses on the one, true basic building block of werewolf society — the pack. your pack's concerns aren't about the over-

Do Not Eat the Flesh of Man or Wolf

NU HU UZU Eren. werewolves do not consume the flesh of either of their closest relatives — or rather, should not. but the temptation is there. perhaps because humans and wolves are so close to werewolves, perhaps because they simply retain a fraction more spiritual power, their flesh carries a certain spiritual... nourishment. by devouring human or wolf meat, a werewolf can quickly regain a measure of spiritual energy to fuel his supernatural powers — at a terrible cost to his soul. the people find it frightening that such a path to power exists, and disturbing that their own lore on the act is founded in more than speculation.

Thankfully, most werewolves are raised in cultures where cannibalism is taboo, which makes them loath to commit what they see as cannibalistic acts. some older werewolves even refuse to teach the newly changed the darker reason that one of their own might be tempted to violate this law. what the young ones don't know, they hope, cannot tempt them.

ritual cannibalism still occurs among werewolves, however. Ancient rites of questionable provenance rely on the consumption of human or wolf flesh. A werewolf who loses himself in the madness of death rage might also wind up devouring a portion of his kill in his madness — and it's said that some remember the taste and crave more. only two years ago, in fact, a pack in Mexico city was proved to have subsisted on human flesh for weeks at a time. The werewolves were driven into exile, their pack name was stricken from the histories, and their caern was destroyed as they watched.

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all state of the world, or even a continent. what concerns you is *your* territory — a city block or two, maybe a few miles worth of wilderness that you try to call—“yours.” you can call it whatever you want, but it’s only yours if you can take it and hold it. And furthermore, the people and *things* you contend with are your personal foes. they’re not necessarily threats to the entire world, they’re threats to your turf and to the people you care about. by focusing on a small scale, the victories are personal, meaningful — and the rest of the world beyond your borders is a lot larger, darker and mysterious. the more tightly focused, territorial—**werewolf** is a great place for horror stories to happen.

Tribes

the concept of the tribe remains. “tribe” is a primal word that implies a primal race”— creatures who predate what we humans consider civilization. the concept of werewolf tribes is powerful, but things start getting very different very quickly. in **werewolf: the forsaken**, a tribe is bound by shared ideals reinforced by the patronage of one of the first-born, but it isn’t a matter of blood. you choose your tribe — it doesn’t choose you.

the tribes themselves are different as well — no silver fangs or children of gaia here. some of the archetypes that are too strong and vital to ignore remain, but they find a different means of expression. in particular, the concept of basing tribes on existing ethnic groups is gone. that’s one limit to character creation that won’t return.

Lodges

a new wrinkle, and an intriguing one, is the concept of lodges. if your tribe is your overall cultural link to werewolves beyond your immediate pack, a lodge is a

The First Change

the first change is what makes a werewolf. before the first change, a werewolf knows little of what she is. she knows she’s frequently prone to fits of anger that frighten her, and her life seems to be more strange and troubled than it should, but she still considers herself human. when the moon hangs in the sky and the change begins, though, she discovers how wrong she was.

the time just before the first change is terrifying, peculiar, seemingly inexplicable manifestations begin to occur around the young werewolf. she hears whispers while she lies in bed at night, whispers in a language she doesn’t recognize but can almost understand. squirrels and rabbits literally howl in fear and run away from her, while strange dogs saunter alongside as she walks down the street, ignoring their masters’ commands. time and space lurch. she walks for five minutes and gets five miles, or she finds herself in horrible nightmare-spaces like eternal hallways or burning buildings with no exit. in the middle of the *afternoon*. for no reason.

and then there might be the *others*. she might catch a glimpse of a stranger who seems to be watching her, or wake up in the middle of the night to see what looks like a huge dog sitting on her lawn. then it comes — the attack. something that might be a dog or a wolf — maybe even a crazy human being with teeth sharper than they should be — knocks her down at night, maybe even in the safety of her own home, and bites deep into her flesh. the wound doesn’t seem infected; in fact, it heals more quickly than it should.

for days, her life continues to break down. the world twists and shudders around her, and finally instinct takes over. the only escape from the wildly whirling world is to change to match it.

when the change comes on her, the cub is beyond control. her body ripples back and forth from her birth form through the war form to the other natural form. she goes through partial transformations; her face and skin remain human while she extends an enormous bloody muzzle, or her legs turn into weak wolf’s legs while her body’s mass remains the same. many think they’re dying — or insane and dying. they’re wrong.

and overhead, the moon. whatever her birth mother might have been like, the werewolf doesn’t ever really feel a mother’s true love until she rests, weeping and exhausted, in luna’s embrace after the first change. the first change opens the young werewolf’s being, and from that point her soul is marked. the phase of the moon influences the change itself just as it will influence the werewolf’s life from that point on. a werewolf whose change occurs under the gibbous moon might experience a flood of frightening visions and surreal dreams that demand expression, while the full moon almost always triggers a killing fury in the werewolf whose change occurs under its gaze. regardless of moon phase, the first change takes control of the werewolf, and she acts on instinct until she collapses from mental and physical exhaustion.

when the cub wakes, she has more sense of identity again, although her sense of what she is has... changed. changing shape becomes a little more natural, though it still takes practice to make it instinctual. she’s also been marked with the phase of the moon, although it will take her some time to truly understand what her newfound affinity means for her. she has been initiated through blood and moonlight into the path of the werewolf, a path she will follow for the rest of her life.

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more elite circle within a tribe (or even not associated with a tribe at all). A bone shadow may, for instance, aspire to join the lodge of prophecy, there to earn glimpses into aspects of the world that no other werewolf may see.

Animism

The concept of animism is so strong and offers so many possibilities that it had to be part of **werewolf: The forsaken**. Animism is an intriguing concept — that a tree, a car or even the idea of fear might have a spiritual manifestation that assumes a life of its own. But what would that mean for the world of darkness? what would the spiritual reflection of a world in decay be like? It's too good to pass up. But just because there's a spirit world and an animistic approach to the new world of darkness, that doesn't mean those spirits are your allies' — or even that they regard you dispassionately. The spirit world of **werewolf: The forsaken** is a grim, dangerous and surreal place, difficult to enter and even more difficult to escape. It's abuzz with vengeful entities that resent the werewolves for their very existence. It's a place of roads that shouldn't be traveled and doors that shouldn't be opened. potential allies in this hostile place are few and far between, and they must be earned with blood, sweat and tears.

oh yeah, and to sum up a tremendous alteration to the cosmology in two words: no triat.

And that's just *one* of the differences.

The Upshot

I could say any number of things about this book. It was labor beyond what anyone had expected, herculean labors, even — but it was a labor of love. sure, at times we wanted to scream, but hey, that's just part of the process. It always winds up being worth it.

The most rewarding thing for me about working on **werewolf: The forsaken** has been the fact that at every stage, I worked with people who also liked the old **werewolf**, and who also wanted to make a game that was even better. My authors knew what made **werewolf: The apocalypse** work, but they didn't shackle themselves to the old ways of thinking. They honestly dedicated themselves to finding new things to say about werewolves that were just as strong, if not stronger. My coworkers who helped shape the book into its final form were all sincere, not in their desire to make the most marketable game (though of course we'd like people to buy it), but to make the most playable, sleek, even organic game possible. The editor is one of the people I trusted most to really get what **werewolf** is about. The art director loves **werewolf** more than any other game we do, and she poured her heart into it in more ways than one. This book was a joy just for the privilege of working with people who believed in it.

come february, it's going to start kicking ass in its own right.

The Wild Hunt

At the heart of werewolf existence is the hunt. The world of flesh has few predators that can even compare to a werewolf, and fewer still that are as dangerous as an entire pack of them. They're creatures with the razor-sharp senses of a beast, strength beyond any human, and the instinct of a killing machine. A werewolf cannot waste away idly, waiting for a more active threat to enter his life' — he is compelled to hunt. And the choice of who and what to hunt defines a werewolf, setting the forsaken and the pure tribes at one another's throats.

The forsaken see the consistent threat of incursions from the spirit world — spirits that break into the material world to pursue their alien hungers or dangerous compulsions. Though striking a pact with a spirit is not unheard of, most of these unwanted intruders to the realm of flesh find themselves the werewolves' prey. some forsaken guard the physical world out of a sense of duty, or out of love for their human families that these invaders place at risk. others care little for the humans around them, but beat back the spirits out of pride or territoriality. They also hunt the hosts, the descendants of father wolf's ancient rivals' — horrible creatures part vermin and part spirit, entities that become stronger and smarter as they gather in increasing numbers. werewolves hunt humans as well, should those humans pose a threat to their territory.

But they are hunted in turn: both by the more powerful spirits who resent these bastard half-flesh wolves and their power over the spirit world, and by their own kind. The pure tribes, who have taken the side of the spirits and claim that the material world should be subservient to the immaterial lords, relentlessly hound the forsaken wherever they can find them. The hosts might explode out of the corners of a territory to bring down any werewolf they find, and the other supernatural denizens of the world of darkness might even go hunting werewolves with silver bullets, perhaps for no reason other than cruelty.

This is the hunter's choice. A werewolf pack must defend its own territory against incursions from outside the boundaries, or even from outside the spirit world. yet werewolves cannot remain at the heart of their territory, waiting for their enemies to make the first move — the best defense is truly a good offense. A pack that notices a foe stirring beyond its boundaries must decide whether it's worth the risk to take the fight to that foe, hunting him down before he has the chance to grow strong enough to pose a threat.

The choice is usually decided quickly. werewolves are the finest predators to walk under the moon — and predators hunt.

werewolf: The forsaken, a 308-page hardcover world of darkness game, is available in february.
(**werewolf: The forsaken** requires the **world of darkness rulebook** to play.)

Mountains by Moonlight

WEREWOLF'S SIGNATURE SETTING IS REVEALED IN *HUNTING GROUND: THE ROCKIES*

by co-developer Matthew McFarland

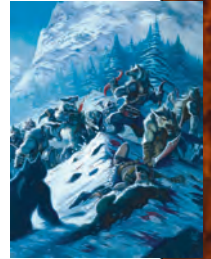
The first sourcebook for **werewolf: The forsaken** gives your characters a place to roam, fight and, most importantly, *hunt*. The notion of the hunt was one of the key images during the design and development of **werewolf**; it's a powerful concept, regardless of which end of the hunt you happen to be on. And make no mistake, superlative predators though they are, werewolves are quite capable of becoming prey.

The Rocky Mountains cover a huge expanse of territory, incorporating national parks as well as large cities. werewolves don't really favor one over the other; the wilderness sees packs of all tribes of werewolves defending their territories from outsiders. In Denver, Max Roman's dream of a unified nation of werewolves sees multi-tribal packs with his sponsorship and protection running afoul of storm Lord werewolves answering to the feared echoes of thunder. On the highways, the scar Angels pack lays claim to the open roads, and far from the large human populations, the Pickering family communes with forces best left untouched.

As you can see, there's a lot going on in the Rockies. That only makes sense, though. As I said before, the Rockies is a big place. Unlike a book that covers only one city, we've got room to put not just a few werewolves, but a few *packs* of werewolves, into **Hunting Ground: The Rockies** and still have room for your characters. In fact, we've gone as far as to list, for each pack in the book, one "ally" hook and one "enemy" hook. Any pack in the book can be a help or a hindrance to your characters, depending on how you want to approach it (and how your storyteller wants to present it).

One of my personal favorite packs in the book is the aforementioned Pickering family. The Pickerings are Bone Shadows, and

those who aren't werewolves themselves are kinfolk. Unlike a lot of kinfolk, these people know about their heritage — but that doesn't make it any easier to cope with. Obadiah Pickering, the patriarch of the family, is what you might call a "control freak." The fact that none of his sons has lived past the age of 21 might have something to do with that. He works to discover the source of this curse, but neither he nor any of the werewolves in his extended family has had any luck thus far. That's unfortunate, because one of his sons is nearing the critical age now, and he might well grasp at any straw available to avoid his brothers' fate.



**Hunting Ground
The Rockies**
WW30200, \$26.99
ISBN 1-58846-325-7
page 17

Obadiah Pickering

Obadiah Pickering is the aging patriarch of the Pickering clan. Now in his late 80s (only he knows for sure how old), he still possesses an imposing presence. Though he's no longer the picture of health, he can shut down a rowdy young cub with a glare. His eye has seen beauties and horrors beyond even the imaginings of most werewolves. As a young werewolf, he traveled the world with a younger pack, seeking out hidden and forbidden places. At once such place, a Bane Howler caern in Calcutta, he lost his left eye, and the wound will never heal. He covers it with a patch when he's going to be among ordinary people (a rare occasion these days), but he leaves the darkened socket open to the air among family or other werewolves. He claims it was a fair price for putting a stop to the blasphemous events he witnessed there.

Obadiah rules his family like a feudal despot, and no one in the family dares stand up to him — including the other werewolves. The Pickering kinfolk are completely terrified of the old man. Obadiah has no patience for anyone these days and has been known to fly into a rage when a cup of coffee is spilled or some other disruption occurs. He cannot abide anyone, hating all races and creeds with equal venom. Kinfolk are barely tolerable, and useful only as servants and breeding stock. Other werewolves, especially non-Bone Shadows, are on shaky ground to begin with, and he can easily find a reason to hate them. As such, he spends most of his time alone, or with the spirits he summons from the depths of the spirit world.

Hunting Ground: The Rockies, a 144-page hardcover sourcebook, releases in March.

the architects of the monolith

just one of the 12 new kindred line ages coming in bloodlines: the hidden

by bradley robins



Bloodlines:
The Hidden
WW25102; \$24.99
ISBN 1-58846-255-2
page 19



Vampire:
Blood In, Blood Out
WW11237; \$6.99
ISBN 1-58846-866-6
page 18

since the first temples were built, mankind has been fascinated with the meaning of buildings and the power of architecture. standing stones erected to face the sun at the equinox and palaces built to impress and cow the populace were combined with cosmology and sacred geometry to create complex and powerful forms and ideals for the glory of god, king and self. The vampiric “Architects” emerged from this impulse as it coiled into the fevered torpor-dreams of the bloodline’s megalomaniac founder. From this brew of madness and art, the masons have conjured a form of undead sorcery that gives them power over cities, inspiring them to consider themselves the ultimate masters of the gilded cage.

It is such vainglory that drives the vampires of this line to form a grand conspiracy that they claim spans continents and centuries, a sweeping plot for dominion that will supposedly bring the world under their sway. The same vanity has incurred the wrath of the Lancea sanctum and other undead to the point that the Architects have nearly been scourged from existence in the modern nights. From this tempest, the remaining masons linger not with humility, but with an understanding that they must keep their true plans and powers concealed, lest the jealousies of “lessers” be their undoing.

parent clan: ventrue

nickname: masons

covenant: Most of the few extant Architects are affiliated with the ordo dracul. It was from the order that they arose as a conspiracy and bloodline, and their ties with the covenant remain. It is even said that the line founder is a leading member of the sworn of the mysteries. While the order sees the Architects as too concerned with power and not attentive enough to personal transcendence, masons still occupy a privileged position in the group.

Longstanding members of the Lancea sanctum also have a special place for the masons in their unbeating hearts. Not just because the Architects were founded by an apostate cardinal and carry their founder’s blood-taint, but because the bloodline was once foolish enough to pit its sorcery against the sanctified. The masons are nearly as loving toward the sanctified, as the remainder remember (or have been beaten down with stories of) the nights when the sanctified fell upon them. While the masons are smart enough to avoid open hostility with the covenant, they would dearly love to strike back for their past humiliation. Of course, should the Lancea sanctum find out that the Architects are still fully en-

gaged in their blasphemous plans to take god’s power as their own, history would repeat itself.

haven: As the would-be masters of urban civilization, nothing but the best can serve as a haven for one of the masons. Other than quality and elegance, the common feature of all Architect havens is that they are in some way imposing, impressive or mystically significant. Be this a fine historical pedigree or an avant-garde sense of space, something about a haven is built in a manner that makes it

“mystically powerful” in a twisted interpretation of sacred construction. Many Architects keep truly eye-catching elements confined to the interior of a haven, so as to avoid notice, while others make sure that their havens disappear into the cityscape, despite their haute couture.

bloodline disciplines: Auspex, Dominate, Gilded Cage, Resilience

weakness: Architects are corrupted by their power even more so than their ventrue cousins. Therefore, they retain the ventrue weakness, suffering a -2 penalty to humanity rolls to avoid acquiring derangements after failing a degeneration roll.

The Architects’ specific weakness is deeper seated, though no one is sure if it is a flaw in their nature or a curse passed down from their founder. All masons have a predisposition toward megalomania. They are subjected to the narcissism derangement upon joining the bloodline, and gain megalomania as their first severe derangement. The twist to line members’ narcissism and megalomania is that neither focuses on the bearer alone, but extends to line founder Ermenjart and her vision. That is, Architects do not just believe that they are unquestionably superior, they believe that their founder is as well, and that her plans for world dominion will inevitably come true.

organization

The Architects of the Monolith is a group overseen by a demoniac megalomaniac. From her palatial parisian haven, Ermenjart la Charpentière rules her childer with power, fear, oaths and blood bonds. The elder has been active and alert, avoiding torpor for the existence of the bloodline, and her grasp on it is sure. In order to maintain control of her brood and to allow her to pursue her insane goals, she has turned the bloodline into something between a cult and a corporation, dividing control and authority through a series of grandiosely titled subalterns.

Vampire

THE REQUIEM

Ermenjart herself is recognized to as “the carpenter” (“la charpentière”) and does everything in her power to turn herself into a messianic figure for her childer. she promises them a new world based upon their creations, a vampiric zion in which all power will flow through urban channels to feed the Architects.

under the carpenter is the main de gloire, the trio of her eldest childer who govern the line when Ermenjart is too busy “bringing about the new salvation of steel, concrete and blood.” decorated with titles and ranks, this triumvirate should have great authority, but the truth is that the main de gloire is too divided by its own visions and madness to be effective in coordinating any united action by the bloodline. the three are extremely effective at punishing any member of the line who betrays them or Ermenjart, however.

beneath the main de gloire, the organization breaks down by location. most cities are still beyond the limited numbers of the bloodline; many major cities are home to only a single Architect. such a solo operative is known as a lion de zion. Lions work directly for the main de gloire, receiving bizarre and often contradictory orders that are supposed to further the great work. These representatives tend to get very good at interpreting the main de gloire’s orders to fit their own particular madness, which allows them to spend much of their time furthering their own goals.

About a dozen of the most important cities in the world — New York, London and Moscow among them — have a cabal of Architects, known as a section d’or. Each group is lead by a clef de vo^{te}, who answers to the main de gloire and who ostensibly works with other cities’ clefs de vo^{te}. The clef de vo^{te} leads the other Architects in the city, coordinating their individual projects toward the greater plan. Each member of the section d’or is theoretically responsible for her own domain, but in some cities, the clef de vo^{te} micromanages every aspect of the Architects’ operations. of course, groups and individuals have become very good at interpreting the mad orders from above to fit their individual delusions.

gilded cage

The grandly titled gilded cage is a form of ritual magic focused on controlling aspects of architecture and urban development to gain mystical power over a city. To date, no

non-Architect has ever learned the gilded cage, as it is one of the bloodline’s most closely guarded secrets. very few vampires know of its existence as anything other than an odd power, often assuming that it is one of the coils of the dragon.

cost: using the gilded cage always costs one willpower point, which does not add three dice to activation rolls. Furthermore, gilded cage rituals require that specific items be used (called means) or that the caster be in certain places (called ways) in order to activate a power.

dice pool: intelligence + occult + gilded cage

action: extended. The number of successes required to activate a ritual is equal to the level of the ritual. Each roll represents one turn of ritual casting.

eye of the pyramid (level three ritual)

one of the reasons monumental architecture is so powerful is that it can be seen from almost anywhere, and thus has a mystical correspondence to perception. A Mason using this ritual gains sensory powers over the building on which it is cast. Each success rolled allows the character to see or hear anything that occurs within the building for one hour. The Architect sees all and hears all, from a whisper in the basement to the numbers turned on a penthouse safe. Auspex abilities may be targeted at the building through this mystical connection, and they gain a +2 bonus, possibly allowing the viewer to penetrate obfuscate powers. The user must be within the same city as the building.

A ritualist may cast eye of the pyramid on a number of buildings at the same time equal to her gilded cage dots, but she cannot focus on more

than one building at a time. while the ritualist focuses, she is deaf and blind to events in her physical presence. physical contact of any kind with a projecting vampire brings her senses back to her body immediately.

A caster need not specify where her broadcast senses actually lie in a building. she’s aware of everything that goes on inside and can filter it all down to one spectacle and word spoken. Events *outside* the building cannot be perceived through a window.

ways and means: A whole brick from the building

*the mystical design,
once recorded, will
never die, but will
become an immortal
thing that asserts
our will with ever-
growing urgency.
master the monolith,
the city, the undying
design, and master
the world.*

bloodlines: the hidden, a 128-page hardcover sourcebook, releases in March.

Debts of Blood

Blood In, Blood Out continues the tale of Chicago's undead



Vampire:
Blood In, Blood Out
by Lucien Soulban
WW11237; \$6.99
ISBN 1-58846-866-6
Page 18



Werewolf:
Heart of the Hunter
by Rick Jones
WW11310; \$6.99
ISBN 1-58846-867-4
Page 19

Duce Carter must face the ghosts of his past in Lucien Soulban's upcoming novel **Blood In, Blood Out**, the second novel in the **vampire: The Requiem** series.

Life ends with the embrace; all that remains is a vampire's requiem. This is often one of the hardest and most painful lessons that the kindred must learn. Although they still walk the same streets and can see the same old faces if they choose, vampires must leave behind all they've known and loved. The masquerade demands it; it's a simple matter of survival, both personally and for the damned as a whole. Those who don't learn this lesson are invariably destroyed by it.

For years Duce Carter has tried to balance the impossible demands of both worlds, existing as one of the damned but unable to completely turn his back on his former life in the Chicago projects. As a Carthian, he believes in upsetting the old order and sweeping away the injustices of the past. His efforts to redeem the lives of blacks struggling to survive in places like Prairie Gardens and Cabrini Green mirrors his own attempts to resist the urges of the monster he's become. He's worked from the shadows, placing a tip to the police here or a call to a reporter there, or buying up a piece of property in a strategic spot as an investment for the future. But the more involved he becomes, the greater the risk that the debts of his old life will catch up to him.

Now Carter's luck has run out. An old enemy is back on his trail, hungry for revenge, and the tragic events of a single night make Carter a pariah among his Carthian allies. If he's to survive, he must make the choice that he's avoided so many times since his embrace: to accept his curse and turn his back on his old life forever. But at what cost?

Howls in the Dark

Heart of the Hunter launches the story of **Werewolf: The Forsaken**.

March sees the release of **Heart of the Hunter**, the first novel for **Werewolf: The Forsaken**. The author is Rick Jones, who's not, despite rumors to the contrary, the sidekick to a famous comic book character. He's one of the contributing authors to the **Werewolf** core book as well as the **Hunting Ground: The Rockies** sourcebook. What that means is that Rick has been involved with **Werewolf: The Forsaken** almost from the get-

go. The result: **Heart of the Hunter** takes you directly into werewolf society, shows you how brutal that society can be, and introduces several of the "signature" characters that you'll be seeing in future **Werewolf** fiction.

The novel revolves around a ghost wolf — a werewolf who shuns the tribes and goes his own way. This particular werewolf refuses even to take a name. "Nameless" is a hired gun and detective, in this case employed by a powerful member of the Iron Masters tribe to find his runaway daughter. As Nameless investigates, however, he discovers that stranger things are going on here than one girl's disappearance.

Risk has this to say about Nameless and why he chose to base the novel around that particular character: "What drew me to Nameless was that he's such a timeless character. He's not just Mifune in *Rojimbo* and *Sanjuro*. He's Eastwood's man with no name. He's Philip Marlowe, and a thousand other 'lone wolf' heroes. He's the guy who intentionally stands outside the bounds of society and accepts no master except himself. It's especially interesting in **Werewolf**, where a person's pack is so much of who he is."

Heart of the Hunter introduces the reader to several of the locales and characters described in **Werewolf: The Forsaken** and its first regional sourcebook, **Hunting Ground: The Rockies**, but the novel isn't bound up in game terminology and "metaplot." As with the novels based on **Vampire: The Requiem**, readers won't have to worry about getting lost amidst long series of novels. Instead, the novel builds on the signature characters, taking the reader into the savage world of the werewolves, and showing how dangerous that world can be, even for the greatest hunters in the world.

vampire: blood in, blood out, a 288-page mass-market paperback novel, is available in February.
werewolf: heart of the hunter, a 288-page mass-market paperback novel, is available in March.

A BEAUTIFUL WORLD

AN EXCERPT FROM **PAINT IT BLACK**, BY NANCY A. COLLINS

*two wolf press continues its line of trade paperbacks by nancy a. collins with march's **paint it black**, the third novel in the acclaimed sonja blue series. Available for the first time as its own book, **paint it black** brings sonja face to face with her vampiric heritage. In this excerpt, sonja looks at the world she inhabits.*

It's a beautiful world.

I look out across the pre-dawn rooftops. Most of the buildings are still dark, except for scattered windows that mark early risers and insomniacs. The moon is down and the sun has yet to make its appearance, leaving the city to a darkness that is deeper than midnight. Now is the time for the changing of the guard.

I look down on the streets from my perch and watch the night-things begin their retreat. I don't mean prostitutes and drunkards and other so-called "night owls." I refer to creatures that are genuinely nocturnal. Things that shrink from the first touch of the sun's rays for fear of burning.

A succubus wearing the outer appearance of a crack-whore barbers with a drunken older man. The succubus lifts its head, nostrils flaring as it scents the coming dawn, and speeds up the transaction. The older man seems pleased that he is getting such a good deal on pussy as they stagger into a darkened alley. I doubt he'll think it's such a bargain when, in the middle of his five-dollar fuck, the whore's body starts revealing razored mouths in places he never dreamed of.

I spot a pack of *vargr* making their way down a connecting street. The early hour and the accompanying darkness have made them bold, and they run in their skins. They are young, at least by werewolf standards, and still given to such acts of rebellion. They lope along, two abreast and three deep, almost on all fours. They snap and growl and bark at the shadows. Any human unlucky enough to encounter them might, at first glance, mistake them for a pack of feral dogs — household pets gone wild. But once they stood up on their hind legs, baying to signal an attack, the illusion would be torn asunder and the truth revealed. For all the good it would do their victim.

The werewolves pass by quickly, headed in the direction of the abandoned warehouses lining the riverfront where they make their den.

Not long after the *vargr* run past, a homeless man emerges from a piss-soaked doorway. He is

dressed in rags, his feet encased in busted-out boots stuffed full of newspaper. I study him a bit closer, thinking he might be a *seraph* in disguise. But no, he is a genuine vagrant. He is probably old, but it is hard to tell for sure because of the grime caking his hands and face. He might be black, maybe not. He is clutching an empty pint of vodka in one hand and muttering aloud to himself. He tilts back the bottle, tonguing the neck for one last drop. His brow furrows when he realizes it's empty and, in a sudden burst of rage, he shrieks an obscenity and hurls the bottle to the curb. The sound it makes as it breaks is impressively loud in the pre-dawn silence.

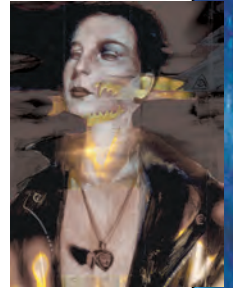
The bum seems to find a certain pleasure in making noise and continues to do so. He rants at the top of his lungs, his ravings bouncing off the surrounding buildings like a handball. He finds a garbage can to knock over and kick. A bottle or two to dash against the curb. Just as he seems to be losing steam, there is the sound of leathery wings against air and he is gone.

I look up just in time to spot a large black shape silhouetted against the dark sky. It looks to be carrying something almost as large as itself in its talons. No doubt a diligent gargoyle matriarch out hunting for prey to feed her hungry chicks.

As the sky slowly lightens, I spot my own prey. It moves swiftly, clinging to the shadows as it hurries to its nest. Its pallid features and blood-red eyes make me want to puke. I hate these creatures more than all the other pretending races combined. The very sight of them makes my palms itch and my gut tighten. All I want to do is drive my silver switchblade deep into their worm-fed hearts. Fucking lousy bloodsuckers.

I do not want to lose the vampire's trail, so I abandon my perch. I grin in anticipation of the slaughter that is to follow; the morning breeze is chill against my exposed fangs. Without further delay, I crawl headfirst down the side of the four-story building I've been using as my observation tower and hurry after my victim.

It's a beautiful world.



Paint It Black
by Nancy A. Collins
WW12994; \$13.99
ISBN 1-58846-877-1
Page 20



In the Blood
by Nancy Collins
WW12993; \$13.99
ISBN 1-56504-887-3
Available Now



**Dead Man's Hand
Five Tales of
the Weird West**
by Nancy A. Collins
WW12995; \$17.99
ISBN 1-58846-875-5
Available Now

paint it black, a 200-page trade paperback novel, is available in march.

EXALTED™

The Arts of the Dead by Geoffrey C. Grabowski, Exalted Developer

The Book of Bone and Ebony brings life to the Underworld of Exalted



The Book of Bone and Ebony
WW8806, \$24.99
ISBN 1-58846-680-9
page 20

creation, the world of Exalted, is vast, almost as large as our own world. It has great kingdoms, forests, oceans, tundras and sun-scarred desert wastes.

And it is vaster yet. In the first days of history, when the Exalted slew the primordials at the behest of the gods, the world was not such that it could accommodate their murdered spirits, which were slain and yet remained, far too great to pass from existence. In dying, they made another world, as vast as creation and yet darker, simpler, full of vanished dreams, abandoned hopes and their own wretched, undying selves. There they could lie entombed until the brightness and solidity of all that existed, perished forever under the cold black gravity of oblivion.

In dying and existing still, they created the necessity of a place where the dead might dwell after their demise, and many who followed after them through the gates of death came to dwell in the underworld as well.

This much is all revealed in **Exalted: The Abyssals**, but still more secrets of the underworld

remain to be revealed. **The Book of Bone and Ebony** further explores many of them, such as:

- **stygia:** expanding on the land of the dead as a play setting, **The Book of Bone and Ebony** details some of stygia's neighborhoods and some members of its council. It also provides information on the dual monarchy and the stygian bureaucracy, details of life in the capital city of the dead and the history of that greatest funerary monument ever to exist, the memorial of the dead to the dead, the great metropolis of stygia.

- **Arcanoi:** the occult powers of ghosts first detailed in

Exalted: The Abyssals are not the entirety of the dead's repertoire of charms. This book details other exotic charms known to certain groups among the dead, or uncommonly by one or two individuals here and there. The book includes expanded uses of the embody charm, charms used to restrain lawbreakers, and many minor magics learned without successive powers, which serve to make the existences of the dead easier and more comfortable.

Rattled Bones of War (Necromancy Spell)

cost: 22 motes (committed)

target: caster

The center of the necromancer's chest begins to glow with a glistening white light. One by one, bones burst forth from the ground around her, shining with the same luminescence. The bones, all shapes and sizes, fly through the air toward her and begin to surround her in a whirlwind of increasing size. The necromancer is soon deep within a storm of ivory bones and light, which lifts her from the ground. The hundreds of bone fragments lock together around her, forming greave and cuisse, vambrace and gauntlet, helm and visor, and a cuirass which bears, in its center, the necromancer's personal sigil. The last of the bones come together to form an enormous dire lance.

When the necromancer casts this spell, she may choose whether to form a scout or a common warstrider. Whichever her choice, once she's encased in the massive construct of bone and iron, she is attuned to it as she would be to a normal 'strider. It responds to her actions, and attacks that pierce its thick armor will wound her spirit, manifesting as woundless injury. The warstrider remains for one hour or until the necromancer lets her commitment lapse, at which point the assembled bones fall to pieces around her, leaving her on the ground, as she was before the spell was cast — although perhaps worse for the wear. This deadline can be extended at any time the warstrider is active if the necromancer spends 11 motes per additional hour. Wounds and, more

importantly, fatigue gained while in the 'strider do not magically disappear with the machine's integrity.

An alternate Labyrinth-circle version of this spell, walking gore titan, costs only 16 motes (committed). But before it can be cast, a number of sentient beings possessing a cumulative permanent essence of at least 10 must be ritually sacrificed with an obsidian knife. Once the spell is cast from the center of the massacre, the crimson warstrider rises from the pooled blood of the slain and congeals around the caster. The walking gore titan wields a dripping fighting chain of bile-black, steel-hard entrails. Apart from its garish design and slick, disturbingly organic semblance, the war machine conjured by this spell exactly duplicates one raised by Rattled Bones of War.

• **The wonders of the dead:** Just as the exalted craft wonders from the five magical materials of creation, so too do the dead make miraculous tool for themselves from the jade and soulsteel of their dusky realm. **The book of bone and ebony** details dozens of these magical artifacts of the dead, from the merely wondrous to the genuinely mighty.

• **creatures of the underworld:** The dead are not the only inhabitants of the stygian realm. All throughout the underworld spontaneously arise plasmics, a sort of quasi-life created by the spontaneous combination of underworld essence and the nightmare emanations of the undying neverborn.

The book of bone and ebony details more than 50 of these creatures, describing their habits, appearance and combat statistics.

• **necromancy:** **The book of bone and ebony** is not just about the dead. It also expands the black discipline of necromancy, dark sorcerous practice drawing on the power of the malfeas themselves and the very foundations of the underworld. Though less versatile than sorcery, necromancy has many powerful spells for the purposes of causing woe, and it is of comparable might to sorcery in its areas of direct power. Now it has a comparable selection of powers as well.

• **The war machines of the deathlords:** Though it is “merely” an outgrowth of the greater sorcerous discipline of necromancy, the creation of war machines using tissue animated by black sorcery is a strength of necromancers, and receives an entire chapter’s worth of attention. This chapter not only details the many logistical details of the creation of these necromantic war machines and the maintenance and preservation of necromantically animated flesh, but it also expands considerably upon the creation and maintenance of shells for extended sojourns among the living by the ghostly nemessaries, masters of possession who animate dead flesh and use it to walk outside the underworld.

The Thousand-Corpse War Frame

Both a troop transport and a war machine, the thousand-corpse war frame is a miracle of monstrosity. Absent zombies, the war frame is nothing more than a 40-foot-tall skeleton of soulsteel with enormous metal fists and 10-foot-diameter disks at the terminus of its “legs.” Looking closer, however, it’s clear that the frame has been designed with thousands of handholds, footholds and random poles spiking out from the frame at regular intervals. This is where the war frame’s soldier-passengers hold on.

When preparing for deployment, hundreds of zombies swarm up the length of the war frame and take their positions, each a single muscle fiber in the horrific whole. They are coordinated by a nemissary stationed in the war frame’s chest cavity. This ghost’s commands are conveyed through the soulsteel armature and translated for each zombie into a kind of language of clenching and relaxing. A mixed crew of just over a thousand zombies and nemissary war bodies mans the war frame when it’s fully loaded. The zombies hold onto the frame (although some fasten themselves to the armature more securely by lashing themselves to the framework or impaling themselves on enormous thorns that stick out from the skeleton at strategic points) and onto each other, abandoning their individuality to become small parts of a whole. Holding onto the frame and meshing with one another, the zombies become the frame’s rotting gray musculature. Through their concerted effort, the frame comes alive and begins to move. When a joint needs to flex’—to bend the gigantic elbow or to lift the war frame’s leg to take a step’—tens or hundreds of zombies heave in unison, straining against metal, gravity and each other to make it happen. As the last phase of deployment preparations, enormous leather straps and soulsteel bands are wrapped around the mass of interconnected bodies at strategic points to give the whole greater structural integrity. Fully loading a thousand-corpse war frame takes an hour, after which the thing begins walking with 20-foot strides, to wherever it’s being employed.

Vaguely humanoid in shape, the thousand-corpse war frame stands an enormous 40 feet tall. The torturous creaking of leather and dead flesh mingles with the groan and shriek of grinding metal with every step this nightmare takes.

The thousand-corpse war frame is neither fast nor stealthy, but it’s incredibly powerful. The impact of one of its enormous mailed fists can open up a hole in even a stout castle wall. The enormous disk feet crush everything in a 10-foot-diameter circle (causing 30 levels of bashing damage).

Approaching a thousand-corpse war frame puts one at risk of attack by the hundred malicious limbs of the creature’s component zombies. The bottom 10 feet of the horror’s length (essentially, it’s “shins”) has a layer of outward-facing zombies, lashed to the armature alternating right-side up and upside down. The zombies of this bottom layer typically have metal plates screwed into their flesh to increase their soak.

Once the war frame arrives at its destination, it may maintain its gestalt form and attack, much like a giant warstrider, or it may be abandoned as its component zombies swarm away from the war frame to attack their enemies individually.

While a fully loaded thousand-corpse war frame moves slightly over a thousand zombies, a light crew of only 100 zombies can animate it enough to make it walk. The zombie crew is all but helpless when doing so, however, as the thing moves too slowly to be used in combat.

More Than Damned

VTES brings out the nastiest of vampires in **Kindred Most Wanted**

by L. Scott Johnson, Vampire: The Eternal Struggle developer



Vampire:
The Eternal Struggle
Kindred Most Wanted
Starters: \$9.99 each;
\$79.92 for display
Boosters: \$2.99 each;
\$107.64 for display
(See Inside Front Cover
and page 18 for
stock #s and ISBN)

The Red List. Anathema.

The vampires so ruthless and vicious that even elder vampires consider them monsters, and so cunning that they elude capture even when they're marked for destruction by those elder vampires.

These monsters enter the spotlight in **'kindred most wanted**, the latest expansion for **vampire: The eternal struggle** from white wolf. From the guile of kemintiri, who looted camarilla coffers in the guise of the ventrue justicar, to the unbridled savagery of Enkidu, the most powerful predator the world has known, they're ready to enter your decks in a big way. In all, 13 of the most feared creatures in the world of darkness make their way to the eternal struggle. Some of the original 13 have been replaced with new names. And, of course, there are cards that allow methuselahs to add the names of their rivals' minions to the list during play.

The set also features a few of the more renowned alastors, the vampires who spend their unives tracking down the kindred most wanted. Of course, the anathema are fair game for any vampire, no special license or commission is necessary. That's the primary purpose of the Red List — to engage all vampires in the hunt and destruction of the few singled out for the list.

As fugitives, Red-List vampires constantly face the threat of combat in the game. Fortunately, they have the skills to survive such assaults. Many are simply fearsome enough that their would-be attackers have to spend some effort equipping with weapons and building up other resources before attacking, and not every deck will field

vampires up to that task. Others are less fearsome, but also more wily and difficult to catch.

The rewards for bagging a Red-List vampire are great, however. Havens, hunting grounds, wealth, training in new disciplines, progeny and even sanctioned diablerie are for the asking to one who takes down an anathema. In the card game, this is accomplished through a mechanism similar to the rules for diablerizing vampires of greater capacity. Instead of discipline cards, though, there are now trophy cards to place on the triumphant vampire.

The set also places a special emphasis on the independent vampires. It introduces many new group-four vampires for the four main independent clans, the Assamites, the Followers of Set, the Giovanni and the Ravnos, along with several new clan-specific library cards for each.

And the set features the first starter deck for a **bloodlines** clan, the Baali starter, as one of the four pre-constructed starter decks. (The other three focus on the gangrel *antitribu*, the Alastors and the vampires of the Red List, respectively.)

By Design

The following is a preview of selected cards from the set. Note that these designs aren't finalized yet (playtesting is ongoing at the time of this writing), so the final forms of these cards are not guaranteed to match this text. But the flavor should still come through.

Designing the set was an interesting challenge. In particular, finding the interplay of power necessary to preserve balance while still capturing the feel of the Red List and the dread those vampires inspire was tough to get right. We ended up with a special rule for Red-List minions which allows anyone to try to bring them down in combat. That rule helps weigh the Red-List vampires down and offset the increased disciplines, strengths and special abilities designed into them. Without that rule, some of the Red-List vampires would seem very powerful indeed, quite out of line with their predecessors. For example, Valeius, a Tremere possessed by his former dark master, Varro:

Valerius Maior (Tremere, 7 capacity)

disciplines: nec pre AUS DAI DOM THA

camarilla. red list: if valerius makes a strike that requires thaumaturgy, he gains an optional additional strike, usable only to make a strike that requires thaumaturgy. infernal.

valerius is enough of a combat threat to make most trophy-seekers look elsewhere, especially as the first non-baali capable of playing all of the daimoinon cards.

with the **gehenna** release, we've already seen the introduction of the **alastor** card, which is useful for getting trophy-hunters properly outfitted for the fight. the **kindred most wanted** set adds a couple of faces to the position. one of those faces is that of echo, the nosferatu alastor:

Echo (Nosferatu, 7 capacity)

disciplines: aus dom CEL OBF POT

camarilla: echo gets +1 strength in combat with a red-list minion.

the justicars — and, indeed, sometimes entire clans — offer trophies, or boons, to those who bring down their enemies on the red list. one possible reward is to be given claim to prime hunting grounds in the city.

Trophy: Hunting Ground

action modifier/reaction

boon. hunting ground. usable by a tapped vampire. usable during combat.

usable only when this vampire burns a red-list minion controlled by another methuselah. put this card on this vampire. during your untap phase, this vampire gains 2 blood from the blood bank. a vampire can gain blood from only 1 hunting ground card each turn.

the goodies for the independent clans include new ways of getting additional vampires into play, similar to what the camarilla and sabbat have with *The Third Tradition: progeny* and *creation rites*. rather than being sect-specific (and requiring a title), these are merely clan-specific (and some require a certain minimum capacity). take *web of knives recruit* for example:

Web of Knives Recruit

action assamite

1 pool+1 stealth action.

put this card in play in your uncontrolled region. during your untap phase, move one counter from the bank to this card. when it has three counters, move it to your ready region. it becomes a 3 capacity independent assamite with celerity, obfuscate, potency, quietus and three blood. a methuselah may have only one web of knives recruit in his or her uncontrolled region at a time.

the recruit is not active as quickly as a vampire brought in play with *the embrace* or the other cards of that kind, but the resulting vampire is much stronger and less vulnerable. the other cards of this sort in **kindred most wanted** are *proxy kissed*, *tumminos* and *the waters of duat*. each functions a little differently, however.

as usual, there are cards for many disciplines and deck types, including some new three-ways and other cards for the anarchs, some new allies, like *ossian*, some new combat cards, like *disengage* and *haymaker*, new guns, vehicles and other equipment, and a even a few new events.

Warghoulator

The following vTES deck, created by stéphane lavrut (currently the game's #1 ranked player), has been used to devastating effect, notably winning the 2002 Austrian championship.

stéphane's notes: the idea here is to get warghouls out as quickly as possible in order to control the table. note also that this is a slim deck, but to improve it, i'd recommend losing another two cards instead of adding any more.

crypt (12 cards):

horatio (x4)
lolita houston (x4)
nedal, the careless
the rose (x2)
sandra white

library (62 cards):

blood doll (x4)
breath of the dragon (x2)
changeling (x6)
delaying tactics (x2)
direct intervention (x4)
ghoul escort (x4)
jack (x5)
library hunting ground
memories of mortality (x4)
mr. winthrop
plasmic form (x5)
revenant (x4)
trap (x7)
vagabond mystique (x2)
war ghoul (x11)



vTES: kindred most wanted, an expansion with four pre-constructed starter decks and boosters, is available in february.

A CHALLENGE TO CHERISH

SETTING UP A GLOBAL LIVE-ACTION WORLD OF DARKNESS CHRONICLE

by Alex Teodorescu-Badia, master storyteller of the camarilla fan club

The camarilla, white wolf's fan club, runs a huge global chronicle using the **Mind's Eye Theatre** live-action rules. Thousands of players across the globe interact in character online and at numerous local, regional and international events. With the release of the new world of darkness, the camarilla faced the daunting task of ending one long-running chronicle and starting another. Alex Teodorescu-Badia discusses the challenges of establishing that new chronicle.

As the head storyteller for the camarilla, the largest live-action (and now also tabletop) roleplaying club in the world, I faced the daunting challenge of finishing a chronicle that had run for seven years and starting anew. Yet the transition to the new world of darkness represented a paradigm shift not just in the way we roleplay, but also in the way we think and design the game environment. The differences between the old wot and the new wot, especially for genres such as **vampire**, were more than merely cosmetic. They were fundamental changes that could easily go overlooked if we maintained the belief that this was just another incarnation of an old favorite.

The design of the new world of darkness presented some challenges that had to be tackled in several ways. Perhaps the greatest concern was our ability to not only gracefully and climactically close our old chronicle, but to simultaneously enable our members to begin the process of setting up the new world of darkness (whilst roleplaying in the old). The change between the two mentalities isn't as trivial as it might seem, especially since it's all too easy to fall back on tired stereotypes instead of breathing fresh creative air into our games. We had to take a look back at the last 12 years of our club, our learning experiences, and try to incorporate what we know *works* — and omit what we believe *doesn't work*. But how do we do that in a completely new paradigm? Take **vampire: The Requiem**: The structure of vampiric society has completely changed. Instead of having the authority of one sect trying to enforce what it believes is right, we now have many different covenants competing for the hearts and souls of every kindred. Gone are the nights when one could rely on being able to plead with an archon for assistance if the traditions were abused in a particularly vicious manner. Gone are the

nights when you know that there's a large body of elders out there interested in maintaining the status quo. Now, depending on your location, there may be several ways of interpreting that status quo. Gone are the nights when you knew that the anarchs really didn't have much of a chance at putting up some sort of organized resistance — after all, that was anathema to their existence. Gone are the nights when there were easily recognizable default modes of behavior to fall back on in kindred society. Depending on the nature of leadership, those modes may now vary dramatically.

Aside from the purely intellectual aspect of adapting to the new paradigm, we also had to come up with the administrative side that would allow us to efficiently set up hundreds of domains across the world, develop their in-character structures, their hierarchies, and their regional and national tie-ins. This all had to be done somewhat separately from helping individual members with their own characters. Some members would want to have their characters intricately tied in with their current home domain; some would not. This process consists of enabling thousands of members to transparently develop historical connections, set up coteries that (in some cases) span the globe and generally make sense of their place in the world of darkness and the overall chronicle. For the purposes of character development, nothing is worse than being unaware of where your character actually stands, what drives him, and why he's at his current location. At the most extreme end, this expresses itself in amnesiac characters that *just turn up* in a domain, or even at a game, something we were very keen to avoid in setting up the new chronicle. To initiate developments that would enable players and domains to quickly find their place, we had to empower our storytellers to become the driving forces for their areas of responsibility: The camarilla's storyteller hierarchy has local STs and regional STs overseen by a national storyteller. Most principal STs have assistants to help run venues, work with players or simply keep track of what's going on. To get a sense of what was wanted in the chronicle, we asked the local STs to start developing their domains' — to work with their local players, designing an in-character domain

history, major actors within and quite possibly setting up the defining borders of covenant and clan conflicts, as appropriate.

considering character development, we've found that it pays to make players think thoroughly about a character either before letting that character enter play, or before enabling the character to attain special items or rare powers. white wolf has already done a great job, asking questions during character creation, but for the intricate interplay in a global LARP, the local STs often ask for more. A typical example would be a situation where a character wants to become part of a bloodline. The ST may very well sit down with the player (or use our online database), asking in-depth questions about the character's motivations, her nature and her preferences. Most people could easily name their favorite movies or music — but how many have thought about their *character's* favorites? Although this doesn't seem to be an immediately obvious way of fleshing out a WOD character, it helps establish the character's mindset, which is enormously important if she is to become a fundamental part of a new game. Every additional detail can add life to what are otherwise only some dots on a sheet of paper. In the world of Darkness, that life (or unlife) makes for richer, more believable characters. Those characters are vital to designing and establishing our new game world.

on a higher level, the regional storytellers (RSTs) were asked to start collecting information from the ongoing domain development, setting up their regional histories. one aspect that's always intriguing is the way in which regional story lines can connect individual games, providing an ongoing story thread with which players can identify. In the past, some regions have been instrumental in developing stories' — often driven purely by player actions — which became major national or even international plots. By seeking to empower the RSTs, we want to develop intrigue and conflict between players, which can blossom into large-scale stories enveloping the whole of our chronicle. one example could be the existence of heretical texts that question the very nature of a covenant — for instance the Lancea sanctum. Having such story seeds planted in various regions allows for "home-grown" story lines later, rather than plots handed down by the storytellers. on the national level, our NSTs remain in charge of supervising the regions and making sure that the integrity of the

paradigm is maintained. The NSTs hold the final authority for resolving conflicts between regions, for instance, should those occur" — and considering the magnitude of setting up a chronicle for 5,000 people in the US alone from scratch, it isn't all that unlikely.

The final point we had to consider was the decentralized nature of the new world of Darkness. where a single sect (or two) once provided the obvious means of contact and organization in the old WOD, the neofeudal and local focus (or domain-focus to use our lingo) introduced in **vampire: The Requiem** creates some difficulties in presenting a unified global in-character society. After all, why wouldn't some domains remain completely isolated from the world outside? Much of the Camarilla's long-term appeal is driven by our large-scale chronicle, both based on games held at large Camarilla conventions (which can have more than 1,000 Camarilla members playing), and on traveling to other domains or playing online. we consciously decided that rather than having storytellers being the driving force through NPCs and similar plot devices, we'd instead put as much responsibility and authority into the characters' hands as possible. ultimately, the most greedy and power-hungry kindred will not be one run by a storyteller, but a player's character seeking to fortify his power base, undermining and destroying his enemies — first on a local level, then regionally, then possibly even on a wider scale. The greatest stories aren't dreamed up by storytellers, they're created solely by player interest, through player motivation, and continued as a means of conflict between characters. In designing the global chronicle, we've sought to emphasize that the world really is there for the taking. enough determination, enough allies, enough will and enough time can eventually pay off. The satisfaction of wresting control and influence from other players, after all, is a lot greater than simply besting a plot.

if you'd like to know more, check out the Camarilla website at <http://camarilla.white-wolf.com>, or simply email me at camstoryteller@white-wolf.com, and i'll point you in the right direction. The Camarilla has hundreds of chapters in nearly a dozen national affiliates, and venues in many different genres. we also run games at conventions such as Origins, Gen Con, and Dragoncon, and have several large conventions of our own every year, the pinnacle being the international Camarilla conclave that last year attracted around 1,000 Camarilla members.



Vampire: The Requiem™ Mousepad

Dance the Requiem

Whether it's researching Requiem sources or chatting on forums, now your computer mouse can dance to the Requiem at your fingertips on your new **Vampire®** mousepad.

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White Wolf continues to support **Vampire: The Requiem** with this 3/16-inch-thick computer mousepad, with a heavy-duty rubber backing. Each mousepad features the **Vampire** logo and artwork.

Stock #: WW25704

Retail Price: \$12.99 U.S.



Werewolf: The Forsaken™ T-Shirt

Luna Rises

Show your rage as your blood boils!

Wear Your

Loyalty

White Wolf® continues its new line of T-shirts heralding the release of **Werewolf: The Forsaken**. These shirts are high-quality, black, Fruit of the Loom heavy T's featuring original artwork from the game. Available in Large, XL and XXL.

Stock #: L — WW57007,
XL — WW57008,
XXL — WW57009

Retail Price: \$21.99 U.S.



Werewolf: The Forsaken™

Full Moon Rising

The world is in shadow. To one side stretches the forest, to the other the city. Your claws are stained with blood.

Your senses whisper of prey that runs before you, and of predators who stalk even the likes of you. You hear the howls of your brothers and sisters. Luna rises. Your blood boils. It is time to hunt.

Wolves at the Door

Werewolf: The Forsaken — the game of bestial violence and supernatural terror — is the second core setting sourcebook intended for use with White Wolf's new Storytelling System™. Werewolves are creatures of original sin, tainted by ancestral crimes and driven to hunt by the shame of being abandoned. This book details what it is to be Forsaken, one of the Tribes of the Moon. Create your own werewolf pack and seek redemption or give in to your savage nature. Hardcover. For use with the **World of Darkness Rulebook**.

ISBN: 1-58846-324-9

Stock #: WW30000

Retail Price: \$34.99 U.S.

Page Count: 304

Authors: Carl Bowen, Rick Jones, James Kiley,
Matthew McFarland, Sean Riley and Adam
Tinworth

Developer: Ethan Skemp

Artists: Steve Prescott and Ron Spencer



Vampire: Blood In, Blood Out™ (Vampire: The Requiem™ Novel #2)

Blood Calls to Blood

Ever since his Embrace, Duce Carter has been a firebrand among the Kindred of Chicago, fanning the flames of revolution against the city's Prince and its hidebound elders. But when Chicago's Carthians turn on Duce in the wake of a brutal assassination attempt, the only person he can go to for help is none other than Persephone Moore, the Prince's only child. Is Persephone the friend she claims to be, or is she an agent of the shadowy forces who are out to destroy Duce?

About the Author

Lucien Soulban has authored more than two dozen roleplaying game supplements and developed the award-winning **Orpheus™** miniseries for White Wolf Games. His short fiction has appeared in the anthologies **Lucifer's Shadow™** and **Bloody September™**. **Blood In, Blood Out** is his first full-length novel.

ISBN: 1-58846-866-6

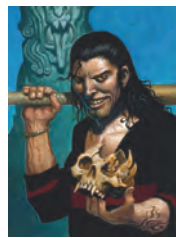
Stock #: WW11237

Retail Price: \$6.99 U.S.

Page Count: 288

Author: Lucien Soulban

Cover Artist: Jason Alexander



Kindred Most Wanted™ Starter Display

The Kindred's Worst Criminals

What could be a crime in the eyes of those who

are already damned? Whether it's trafficking with infernal powers or taking the life's blood of an elder, Kindred society punishes its criminals more for subverting undead authority than for committing atrocities. Those who defy the most valued Traditions and sect laws become anathema... outcasts... hunted.

And Those Who Hunt Them.

Kindred Most Wanted is the latest expansion for **Vampire: The Eternal Struggle®**. This Starter Deck display contains two each of four different pre-constructed starter decks. Choose from the Anathema collection of Kindred criminals, the Baali infernalists, the Alastor Kindred bounty hunters, or the Gangrel clan's *antitribu*. Each deck is ready to play out of the box, containing 90 cards and a rulebook.

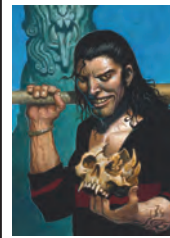
ISBN: 1-58846-634-5

Stock #: WW2680

Retail Price: \$79.92 U.S.

(contains 2 each of 4 different starter decks)

Developer: L. Scott Johnson



Kindred Most Wanted™ Booster Display

The Kindred's Worst Criminals

What could be a crime in the eyes of those who

are already damned? Whether it's trafficking with infernal powers or taking the life's blood of an elder, Kindred society punishes its criminals more for subverting undead authority than for committing atrocities. Those who defy the most valued Traditions and sect laws become anathema... outcasts... hunted.

And Those Who Hunt Them

Kindred Most Wanted is the latest expansion for **Vampire: The Eternal Struggle®**. This Booster Pack display contains 36 booster packs, each with 11 cards. With 150 unique cards in this expansion, **Vampire®** players get plenty of new options for deck strategies.

ISBN: 1-58846-635-3

Stock #: WW2681

Retail Price: \$107.64 U.S. (contains 36 packs)

Developer: L. Scott Johnson





Bloodlines: The Hidden™

Foul Ancestry

"In the dark corners we dwell, still-born Kindred for whom your clans have no meaning. Our blood is your blood, yet different. It has been willed, strained and

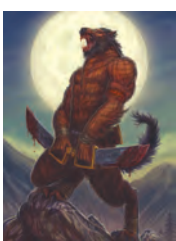
afflicted until it has taken a different course in our veins. We are your worst nightmare, childer who defy your designs to forge our own veiled destinies. Placate us, serve us and we might give you a taste of our secrets."

Horrors of the Modern Night

Bloodlines: The Hidden is the first in a new **Vampire** series that focuses on the refinements and abuses of undead blood. Drawn from the shadows are 12 bloodlines from all five clans, lineages that diverge from the clans and that have dedicated the ages to keeping their existence secret, or to lurking on the edges of discovery, devising their own inscrutable machinations. And now you can play them. Hardcover.

ISBN: 1-58846-255-2 Stock #: WW25102
Retail Price: \$24.99 U.S. Page Count: 128

Authors: John Goff, Jess Heinig, Christopher Kobar,
Brand Robins, Dean Shomshak and Chuck Wendig
Developers: Justin Achilli and Ken Cliffe



Werewolf: Heart of the Hunter™

(Werewolf:
The Forsaken™
Novel #1)

The Nameless Hunter

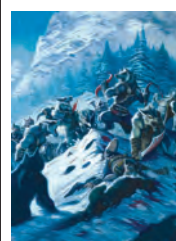
Werewolves were cast out of the spirit world eons ago. Now the Forsaken band together in tribes, sharing an ancestral link to the spirit world. But some choose a different path, to walk and hunt alone. One of these Ghost Wolves, who refuses to choose even a name, is about to be drawn into the bloody history of the Denver Rockies. nothing to fall back... except the heart of the hunter.

About the Author

Rick Jones is an experienced roleplaying game author. His work has appeared in several titles for **Werewolf**, including the new **Werewolf: The Forsaken** rulebook and the **Hunting Ground: The Rockies™** sourcebook. This is his first full-length novel.

ISBN: 1-58846-867-4 Stock #: WW11310
Retail Price: \$6.99 U.S. Page Count: 288

Author: Rick Jones



Hunting Ground: The Rockies™

Homeland of the
Wolves

It's a place of refuge, a territory where the Tribes of the Moon hold strong. Wolves run on four feet through

mountain forests, and on two through urban landscapes. But even this place of refuge has its own dangers — horrors revealed only by the light of the full moon. Werewolves are not the most dangerous things that breathe the night air.

Mountains by Moonlight

Hunting Ground: The Rockies details the Colorado Rocky Mountains as a setting for **Werewolf: The Forsaken™**. This book comes complete with characters, background information and huge numbers of plot hooks, as well as a long look at the spiritcape of the region. Play through the sample story provided, or any of hundreds more possible. Make this land your own. Hardcover.

ISBN: 1-58846-325-7 Stock #: WW30200
Retail Price: \$26.99 U.S. Page Count: 144

Authors: Chris Campbell, Rick Jones and James Kiley
Developers: Ethan Skemp and Matthew McFarland
Artist: William O'Connor



Werewolf: The Forsaken™ Dice

The Fate of the Forsaken

Decide the destiny of the Forsaken, the werewolves damned by their own ancestral sin. Roll the bones of chance to decide if this noble but shamed race can redeem itself — or vent its rage on the enemies who rise against it.

A New Look

White Wolf® continues to support the World of Darkness® and **Werewolf: The Forsaken** with this attractive new dice set. Each set comes with 10 dice that capture the look of the game — all the 10-sided dice you need for the new Storytelling System™.

ISBN: 1-58846-595-0 Stock #: WW30700
Retail Price: \$6.99 U.S.



Werewolf Storyteller Screen

There When You Need it

There's nothing more frustrating for a **Werewolf: The Forsaken™** Storyteller than searching for that one rule during a game. Well, that and needing to use a Gift and not having enough Essence. At least we can solve the first one. Here's everything you need in one place.

Just a Claw Away

White Wolf® introduces this useful reference tool for **Werewolf** Storytellers. The screen is made from thick, durable cardboard stock and displays all the necessary rules and charts for easy reference during game sessions. This is no flimsy screen.

ISBN: 1-58846-593-4 Stock #: WW30701
Retail Price: \$14.99 U.S.



Werewolf Character Sheet Pad

Know Your Tribe

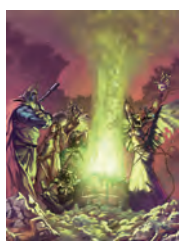
Descended from Luna and Father Wolf, werewolves are the heirs of a mythic and glorious heritage. Or, they would be if not for their grievous ancestral crime against nature itself. How does the shame of being forsaken stain your character's soul — and character sheet?

Make your Mark

Continuing its line of tools for the Storytelling System™, White Wolf® provides this indispensable collection of pre-printed **Werewolf: The Forsaken™** character sheets. The pad contains 10 character sheets for each of the six tribes.

ISBN: 1-58846-594-2 Stock #: WW30702
Retail Price: \$9.99 U.S. Page Count: 60





Book of Bone and Ebony™

The Black Power of Necromancy

Although the Solars alone can wield the mighty power of Solar Circle Sorcery, they are not alone in wielding magic. The Deathlords and their Abyssal slaves can focus the vast power of the Malfians into the black miracles of Necromancy, evil magic equal to the mightiest wizardry in Creation.

The Sorcery of the Dead

The **Book of Bone and Ebony** details the black art of Necromancy, and many other important facets of the Underworld. From the secrets of Stygia to the construction of necromantic war machines and new ghostly Arcanoi and Underworld creatures, this book offers all the information you need to unlock the power of death in any game involving Abyssals or the Heroic Dead.

ISBN: 1-58846-680-9

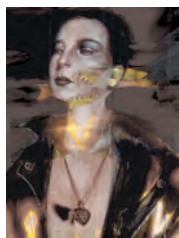
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About the Author

Nancy A. Collins is the author of **Sunglasses After Dark™**, **Darkest Heart™** and **Dead Roses for a Blue Lady™**. She is a past recipient of the Bram Stoker and British Fantasy lecarus Awards, and a nominee for the 2003 Stoker and International Horror Guild Awards.

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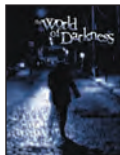
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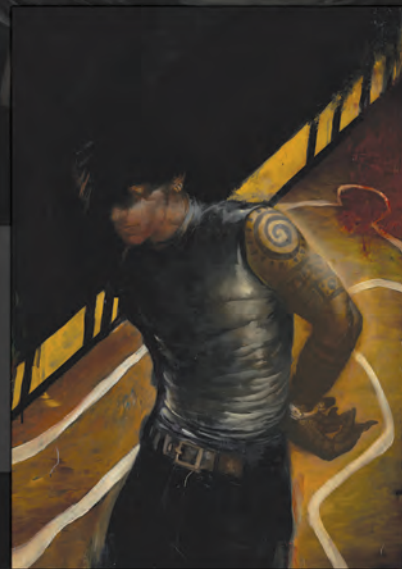
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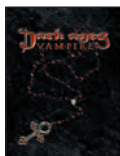
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(WW11905; ISBN 1-58846-837-2; \$6.99 US)



A CCG by White Wolf and Richard Garfield

Named the best multiplayer collectible card game of all time by *Inquest Gamer*, **Vampire: The Eternal Struggle** casts players as elder vampires who control minions, agents and progeny, and who seek to drain their opponents of precious blood. Designed by Richard Garfield, creator of *Magic: The Gathering*. All starters are pre-constructed 90-card decks. All boosters are random packs of 11 cards.

Core Card Sets

Camarilla Edition

Six different starter decks and booster packs allow players to quickly pick up and play, or complete their collections. Cards in the Camarilla Edition focus on the refined and devious vampires who hunt within mortal society.

- **Starter Deck: Brujah**
(WW2586; ISBN 1-58846-027-4; \$9.95 US)
- **Starter Deck: Malkavian**
(WW2587; ISBN 1-58846-028-2; \$9.95 US)
- **Starter Deck: Nosferatu**
(WW2588; ISBN 1-58846-029-0; \$9.95 US)
- **Starter Deck: Toreador**
(WW2589; ISBN 1-58846-030-4; \$9.95 US)
- **Starter Deck: Tremere**
(WW2590; ISBN 1-58846-031-2; \$9.95 US)
- **Starter Deck: Ventrue**
(WW2591; ISBN 1-58846-032-0; \$9.95 US)
- **Camarilla Edition Booster Pack**
(WW02593; ISBN 1-58846-034-7; \$2.75 US)
- **Camarilla Edition Starter Display**
(WW2585; ISBN 1-58846-026-6; \$59.70 US)
- **Camarilla Edition Booster Display**
(WW2592; ISBN 1-58846-033-9; \$99.00 US)

Sabbat War

Four starter decks focus on the vampires of the Sabbat, the sect rejecting humanity and embracing the monstrous aspect of the Kindred.

- **Starter Deck: Brujah Antitribu**
(WW2554; ISBN 1-58846-477-0; \$9.95 US)
- **Starter Deck: Lasombra**
(WW2552; ISBN 1-58846-473-8; \$9.95 US)
- **Starter Deck: Tzimisce**
(WW2551; ISBN 1-58846-472-X; \$9.95 US)
- **Starter Deck: Ventrue Antitribu**
(WW2553; ISBN 1-58846-474-6; \$9.95 US)
- **Sabbat War Booster Pack**
(WW2556; ISBN 1-56504-479-7; \$2.75 US)
- **Sabbat War Booster Display**
(WW2555; ISBN 1-56504-478-9; \$99.00 US)

The Black Hand

Fanatic vampires feared by even the most monstrous of their kind, the Black Hand ruthlessly pursue all who are agents of the ancients — including Camarilla, Anarchs and Sabbat vampires.

- **Starter Deck: Malkavian Antitribu**
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- **Starter Deck: Nosferatu Antitribu**
(WW2638; ISBN 1-58846-045-2; \$9.95 US)
- **Starter Deck: Toreador Antitribu**
(WW2639; ISBN 1-58846-046-0; \$9.95 US)
- **Starter Deck: Tremere Antitribu**
(WW2640; ISBN 1-58846-047-9; \$9.95 US)
- **Black Hand Booster Pack**
(WW2641; ISBN 1-58846-048-7; \$2.75 US)
- **Black Hand Starter Display**
(WW2635; ISBN 1-58846-042-8; \$79.60 US)
- **Black Hand Booster Display**
(WW2636; ISBN 1-58846-043-6; \$99.00 US)

Other VTES Packs and Sets

- **Starter Deck: Assamite**
(from Final Nights set)
(WW2563; ISBN 1-56504-463-0; \$9.95 US)
- **Starter Deck: Giovanni**
(from Final Nights set)
(WW2564; ISBN 1-56504-464-9; \$9.95 US)

- **Starter Deck: Ravnos**
(from *Final Nights* set)
(WW2565; ISBN 1-56504-465-7; \$9.95 US)
- **Starter Deck: Setite**
(from *Final Nights* set)
(WW2566; ISBN 1-56504-466-5; \$9.95 US)
- **Final Nights Booster Pack**
(WW2561; ISBN 1-56504-481-9; \$2.75 US)
- **Final Nights Starter Display**
(WW2562; ISBN 1-56504-462-2; \$79.60 US)
- **Final Nights Booster Display**
(WW2560; ISBN 1-56504-480-0; \$99.00 US)
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(WW2576; ISBN 1-56504-468-1; \$2.75 US)
- **Bloodlines Booster Display**
(WW2575; ISBN 1-56504-467-3; \$99.00 US)
- **Starter Deck: Anarch Barons**
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(WW2514; ISBN 1-58846-040-1; \$9.95 US)
- **Starter Deck: Anarch Gangs**
(from *Anarchs* Set)
(WW2515; ISBN 1-58846-041-X; \$9.95 US)
- **Starter Deck: Gangrel**
(from *Anarchs* Set)
(WW2513; ISBN 1-58846-039-8; \$9.95 US)
- **Anarchs Booster Pack**
(WW2510; ISBN 1-58846-036-3; \$2.75 US)
- **Anarchs Starter Display**
(WW2512; ISBN 1-58846-038-X; \$59.70 US)
- **Anarchs Booster Display**
(WW2511; ISBN 1-58846-037-1; \$99.00 US)
- **Gehenna Booster Display**
(WW2651; ISBN 1-58846-626-4; \$99.00 US)
- **Gehenna Booster Pack**
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- **VTS Tenth Anniversary Set (Pack #1)**
(WW2658; ISBN 1-58846-632-9; \$19.99)
- **VTS Tenth Anniversary Set (Pack #2)**
(WW2659; ISBN 1-58846-633-7; \$19.99)

The Once and Future King

ArtHaus Publishing has acquired the acclaimed **King Arthur Pendragon** roleplaying game and is offering its full backlist. Take on the role of a knight in the legendary times of Arthurian Britain and build your own destiny in this trend setting game by celebrated designer Greg Stafford.

Core Products

King Arthur Pendragon

(GK2716; ISBN 1-92899-900-X; \$29.95 US)

This complete game provides everything you need to roleplay among the mysteries and dangers of Arthur's Britain. The acclaimed game system covers chivalric virtues, combat, warfare, courtly matters, magic, witchcraft and much more.



The Book of Knights

(GK2724; ISBN 1-92899-911-5; \$7.95 US)

An introduction to **King Arthur Pendragon**, this book provides all the basic rules and everything you need to play as a knight and begin your quests in Arthur's Britain.

Other Products

- **Beyond the Wall**
(GK2717; ISBN 1-56882-026-7; \$19.95)
- **Saxons!**
(GK2722; ISBN 1-92899-906-9; \$24.95 US)
- **Tales of Chivalry and Romance**
(GK2720; ISBN 1-92899-902-6; \$13.95 US)
- **Tales of Magic and Miracles**
(GK2721; ISBN 1-92899-904-4; \$13.95)
- **Tales of Mystic Tournaments**
(GK2723; ISBN 1-92899-910-7; \$20.95 US)
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A Preview of Next Quarter's
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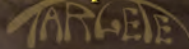
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STEAM WARRIORS	DRAGONMECH	1-58846-786-4	17604	\$21.99

This Quarter...

4 Monte Cook's Arcana Evolved

The Next Step

Monte Cook introduces us to **Arcana Evolved**, his all-new "director's cut" of his acclaimed variant player's handbook. I hear the audio commentary track is a riot!

7 DragonMech

A World Under Lunar Rain

Joseph Goodman and Matt Sprengler introduce **The Second Age of Walkers**, the sourcebook detailing the world of **DragonMech**. There's more than thundering steam- and magic-powered war machines in store (but there are those, too!).

8 Warcraft RPG

100% Pure Warcraft

World of Warcraft: The Roleplaying Game releases in April, but we can't wait! Developer Mike Johnstone offers a preview of the secrets the new rulebook will contain. A hint: no *PHB* required!

11 Necromancer Games

Into the Dark Woods

Necromancer Games puts the fear of dark forests back into your game in **Glades of Death**. I knew I shouldn't have taken that short cut to Grandmother's house....

12 EverQuest II RPG

How do you Spell "freeport"?

EQIIrpg developer Stewart Wieck unveils details about Freeport, one of the two cities where the civilized races gather in the Shattered Lands. This and more in January's **EverQuest II RPG Spell Guide**.

Your Regular Dose...

2 The Inside Scoop: News and Notes from Sword & Sorcery Studios

6 Spotlight On... Arcana Evolved race: The dracha

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cover art by JP Targete

COVER ART

Monte Cook's
Arcana Unearthed

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The Inside Scoop

News and Notes from Sword & Sorcery Studios

The 2004 ENnies

Each year, EN World hands out its RPG awards at Gen Con Indianapolis. 2004 was a very good year for Sword & Sorcery Studios' partner Malhavoc Press, whose products walked away with four awards. Congratulations to Monte and Sue Cook and all their collaborators.



Monte Cook's Arcana Unearthed
Best d20 Game (gold)
Best Cover Art (silver)
Peer Award (gold)

The Complete Book of Eldritch Might

Best Revision/Update/Compilation (gold)

Congratulations also to Necromancer Games for their Best Adventure (gold) award for **Lost City of Barakus** (published with Troll Lord Games), to SSS alumnus Fiery Dragon on their Best Aid or Accessory (silver) win for

Counter Collection Gold and to White Wolf Publishing for their Best Publisher (silver) win.



Creative Insight

On the occasion of the release of **Hyperconscious: Explorations in Psionics**, <http://www.montecook.com> hosted a live chat with author (and all around d20 psionics guru) Bruce Cordell. During the following exchange, Monte and Bruce got into some of the interesting nitty-gritty of Bruce's creative style.

Monte Cook: Here's a more on-topic question. When you begin something like **Hyperconscious**, or any product, do you have an idea for the feel of the book and the general contents, or do you start in and see where the material takes you?

Bruce R. Cordell: Well, I always generally know the "shape" of where I want things to go. But often, the particulars, or even wide swathes of the plot, are unknown to me at the outset.

Monte Cook: Has a product ever surprised you in where it's gone by the time you're done?

Bruce R. Cordell: Usually, about halfway through the project (if a story-based project), plot lines will suddenly gel, and I'll have that "eureka!" moment, and then proceed happily to the end. Almost every adventure I've written has surprised me at the end. Or, as I said, somewhere in the middle, when I realize where things are going. But, it's always

Sword & Sorcery Resolutions

We asked the various creators from the SSS stable to share some of their New Year's resolutions for 2005. We should have expected them to be less than serious....

Jackie Cassada & Nicky Rea (Ravenloft)

1. Meet all deadlines promptly.
2. Discover our inner darklord.
3. Be kind to animals (since everyone has to have one saving grace).
4. Continue to produce quality gothic fantasy for Ravenloft fans everywhere!

Monte Cook (Malhavoc Press)

1. Do not release any product with the word "Fane" or "Eldritch." At least in the title. Well, maybe just one.
2. Take a day off from writing game products once in a while. At least once a ~~week~~... er, ~~month~~... er, at least once.
3. Stop writing adventures that kill so many PCs. Heh. Just kidding.
4. Give credit where credit is due and thank my excellent editor more often.
5. Play even more roleplaying games.

Joseph Goodman (DragonMech):

1. Finish writing my New Year's resolutions list for 2003.
2. Blow away the gaming world with a whole new RPG rules system called the d4 System, which is way better than the d20 System, d6 System, or d12 System, plus it'll only cost 1/5th as much as the d20 System.
3. Play a halfling bard in a D&D game, making me the first person to ever do so.
4. Research ancient Sumerian bracelet-making implements to come up with new ideas for yet another d20 book of equipment.
5. Start an internet movement to rename d20 version 3.5 as **d20: The Requiem**.
6. Do a **Broncosaurus Rex-DragonMech** crossover module, so you can have dinosaurs, mechs, space travel, fantasy dwarves, the wild west, the Civil War, and steampunk all in the same game!
7. Finish writing my d20 masterpiece, **Pimps in Space**.

Ken Hart (DargonMech):

1. (and only!) Create a mini-mech powered by dire hamsters.

The Inside Scoop

good to start with approximations of the plot. That way, everything else is just refinement, and doesn't require a lot of rewriting.

Monte Cook: You seem to default to "adventure" style writing in your answers. Is that your favorite thing to work on?

Bruce R. Cordell: Yes, I really enjoy products with strong story elements. Adventures are at the top of the list, but many projects can have story-based information. Actually, I find that good mechanical "crunch" can fall directly out of interesting story design.

Monte Cook: Can you think of an example of a cool mechanic that came out of a story development or story related issue?

Bruce R. Cordell: Well, just a few days ago when I wrote the new feats for *The Stuff* [*The Stuff is a series of web enhancements available at montecook.com, including new psionic feats by Bruce Cordell — ed.*] I was thinking about dreamselfs, and what would happen if you met yourself dreaming. While there is a lot of room in that wondering for various things, the feat that eventually came out of it was Vigilant Dreamself.

A complete transcript of the chat is available at http://www.montecook.com/mpress_hyperchat.html.

Sword & Sorcery After Hours

Sometimes we get a little goofy. This odd creature came about during a brief pause in a game session one evening. The pedigree of the paladin's new mount, ostensibly a griffon, was called into question. Within seconds, the dukgote was born (much to the paladin's player's chagrin).

Dukgote

Medium Magical Beast

Hit Dice: 3d10+6 (22 hp)

Initiative: +2

Speed: 30 ft. (6 squares), fly 60 ft. (poor)

Armor Class: 16 (+2 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +3/+11

Attack: Beak +6 melee (1d6+2)

Full Attack: Beak +6 melee (1d6+2) and 2 flippers +1 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Thunderpeck 2d6+4

Special Qualities: Darkvision, dukgote fear, feathers, bad attitude

Saves: Fort +5, Ref +7, Will +4

Abilities: Str 14, Dex 15, Con 14, Int 5, Wis 9, Cha 8

Skills: Swim +6, Use Rope +4

Feats: Hover, Run

Environment: Lakes, swamps or farms

Organization: Solitary, pair, or flock (6–10)

Challenge Rating: 3

Treasure: Eggs and dairy products

Alignment: Always neutral

Advancement: 4–6 HD (Large)

Level Adjustment: +2 (cohort)

The beast is the size of a very large dog or a very small pony. It has hindquarters resembling a goat, while its forequarters look like nothing so much as a large duck.

Description

Despite gnomish claims to the contrary, the lowly dukgote shares no lineage with the majestic griffon. Since most griffons consider gnomes a tasty appetizer, however, the gnomes have had little alternative but to turn to the dukgote as their primary aerial cavalry.

Big (bigger than a gnome, at any rate), powerful (by gnomish standards) and vegetarian (most important, by gnomish reckoning), the dukgote fills several necessary roles in gnomish society. When not leading self-proclaimed mighty gnomish armies into disaster — er, that is, into *battle*, the dukgote also provides gnomish soldiers with eggs, milk and cheese.

From nose to tail, an adult dukgote can measure as much as 6 feet (or two gnome lengths).

It is rumored that dukgotes can speak and understand Common. They have never been heard to speak it, however, perhaps because they just don't have much to say.

Combat

The dukgote's preferred method of attack is to peck — thunderpeck, if possible — followed by a lot of flapping, honking and squawking.

Thunderpeck (Ex): As a standard action, the dukgote rears back its deadly duckbilled head and strikes. The victim must make a DC 14 Fortitude save or be dazed for one round from the blow's surprising speed and force. The save DC is Strength-based.

Once a thunderpeck is attempted, the dukgote cannot use it again until 1d4 rounds later.

Dukgote Fear (Su): There's something about dukgotes that gives people the willies. Those within 15 feet of one must succeed at a DC 11 Will save or become shaken. Curiously, gnomes suffer a –6 penalty to this roll.

Feathers: Dukgotes have feathers. Its true!

Bad Attitude: A dukgote's attitude never improves beyond indifferent.

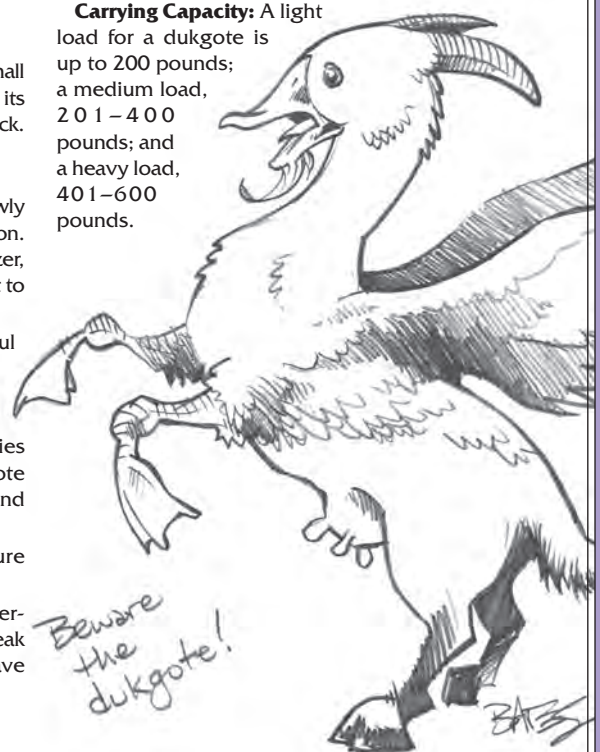
Milking and Training a Dukgote

It might seem natural that a creature which is part goat would give up its milk easily, but the dukgote seldom appears willing. Milking a dukgote requires a DC 20 Handle Animal check; the DC increases by 5 if the milker's hands are cold. Dukgotes are rarely pleasant after being milked (treat as unfriendly for the next 30 minutes).

Training a dukgote is much like training a griffon or hippogriff, except that you get pecked far more frequently.

Dukgote milk is worth 1 gp per gallon and eggs are worth 35 gp apiece; dukgote young are worth 70 gp each.

Carrying Capacity: A light load for a dukgote is up to 200 pounds; a medium load, 201–400 pounds; and a heavy load, 401–600 pounds.



The Next Step

Malhavoc Press Takes it to the Next Level with **Monte Cook's Arcana Evolved**

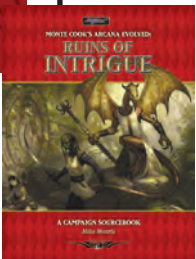
by Monte Cook



Monte Cook's
Arcana Evolved
WW16146; \$49.99 US
ISBN 1-58846-780-5
Page 15



Monte Cook's Arcana Evolved
THE DRAGONS' RETURN
WW16147; \$6.99 US
ISBN 1-58846-883-6
Page 15



Monte Cook's Arcana Evolved
RUINS OF INTRIGUE
WW16148; \$19.99 US
ISBN 1-58846-783-X
Coming in April

Game design, like almost any other kind of creative endeavor, is an ever-evolving process. That is to say, it's never really "finished."

In my career, **Monte Cook's Arcana Unearthed** is one of the works that I am most proud of. But, looking back on it, there are still some things I wish I had done differently. These aren't things I'd go back and change so much as things I wish I could add. I don't think the book needs a new edition, or even a revision. To borrow a term from another medium, what I really wanted to do was create "**Arcana Unearthed: The Director's Cut.**"

Enter **Monte Cook's Arcana Evolved**.

Special Edition Storyline

Why a "director's cut?" Well, first of all, I realized that the "story" of the default setting — the Lands of the Diamond Throne — should advance a bit. Embracing the idea that there are no alignments in this world, no clear-cut good and evil, the setting needed a major conflict with no obvious "right side" or "wrong side."

The backstory involving the foul dramojh enslaving the land set things up nicely, but I always wanted that conflict to remain a part of the past. Fighting a demonic force like them was perhaps a bit too easy for what I was trying to do. Thus, in **Arcana Evolved**, the dragons — who once ruled the lands where

all the player character (PC) races live — return. In force.

Now, the **Arcana Unearthed** conceit is that the giants rule the lands by right, because they liberated them from the dramojh centuries ago. The dragons, however, have an ancient claim to the land — and they want the giants gone. We discover that, just by being there, the giants have broken an aeons-old pact.

So now we are faced with a real conflict, and both sides have a valid point. How the whole story plays out, however, is up to the DM: total war, a cold war détente that lingers in the background, or maybe a fond farewell to the giants. The interesting thing is what the PCs do about this new situation. Their experiences lead them to develop their own conclusions, rather than relying on a game stat to tell them what to do.

Most of the major additions to **Arcana Evolved** — a whole new race, new racial levels, a new class, new feats and spells, and so on — stem from this advancement of the storyline. The dragons have been gone for 7,000 years. On their return, they bring with them all kinds of mysterious lore from western lands that no one has ever visited. Best of all, they hold in their possession the ability to change or "evolve" other creatures, making them faster, stronger, smarter, and so on. Basically, the dragons have the power to make a litorian even more litorian-ish, and a verrik

even more verrik-like, exemplifying the best of each race's characteristics. The game accomplishes this evolution by opening up the ability to take additional racial levels that grant even greater abilities appropriate to that race.

Extended Version

Taking the concept of the "director's cut" even further, **Arcana Evolved** gives me the chance to add a few things. For example, not only are we adding 64 pages of all-new material to the book, we're also taking all the material from **The Diamond Throne** campaign sourcebook and the **Player's Guide** from our DM screen product and integrating it with the original hardback's core material. All of it is updated for the advancement of the story, with errata corrected and some rules clarified.

Combining the **Player's Guide** info right into the core rules makes a lot of sense, as it allows me to include additional racial roleplaying notes and class archetypes right there in the relevant sections for easier reference. And, having the prestige classes, creatures, magic items, and setting details from **The Diamond Throne** in the same book makes for a much easier play experience. Plus, we added more of each: whole new continents to explore, four new prestige classes, and a number of new items and creatures — including the drag-

ons of the Diamond Throne, which are unlike the dragons of other settings. They, too, have evolved.

So **Monte Cook's Arcana Evolved** will be a mammoth volume. This full-color book also features new art and a lavish page treatment.

It's probably also worth mentioning what we *didn't* do with **Arcana Evolved**. This isn't a revision. Except for incorporating errata, providing new text to help clarify a few rules, and adding a new option here and there, the game hasn't changed. If you have **Arcana Evolved** and your friend has **Arcana Unearthed** the two of you can play in the same game together without noticing the difference. And although I talk about the story advancing, those of you who are currently running a campaign set in the Diamond Throne can make as much or as little out of the return of the dragons as you want. We're not introducing a bunch of setting changes you'll have to make in your campaign — rulers aren't changing, places aren't getting blown up, and so on.

What we're doing is providing more options. The Diamond Throne world map is now more than twice as big as it was before, with new lands to the west and the south to explore. The dragons provide a new source of enemies or allies, depending on what your group wants to do.

Bonus Materials

The most exciting thing about **Arcana Evolved** is the new material. First, there's a new character race, the dracha: a draconic race that is the opposite of the mojh race. Where the mojh are good spellcasters, the dracha are huge, hulking, winged reptilian warriors. (See page 6 of the **Insider** for a sneak peek at this race.)

The new class, the ritual warrior, fits into the existing core rules like a glove. This non-spell-user looks at combat as a sacred ritual, with every feint, thrust, strike, and parry a part of a complex rite to perform. So devout and so practiced are they that they can incorporate ceremonies right into their combat maneuvers. These ceremonies, called combat rites, grant them additional prowess and capabilities, making them feared and often mysterious fighters. Combat rites are presented and accessed somewhat like spells, but they are not spells. They aren't magic, at least not exactly. In game terms, combat rites give this class a flexible, limited, but self-renewing resource (just like spells) without bogging it down with the baggage and complexity of spells. Combat rites are not overwhelmingly powerful, but using one is a free action, limited to one per round. This technique allows combat-oriented characters to continue doing what they most want to do — get into the thick of things and fight. The idea of combat rites was so perfect for this rules set that we've made them available (albeit in a more limited fashion) for the oathsworn and warmain classes as well.

Speaking of classes, we've also added new causes to champion (justice and knowledge), a new witchery manifestation (spirit), and a lot more. "More," in fact, was my catch-word while designing **Arcana Evolved**. I didn't want to change things, I just wanted to add more to what was there.

For example, players told us that there weren't enough spells to choose from. So we added dozens more. With the new spells come new descriptors and new spell templates, including one specialized to every race. As another example, in answer to those interested in high-level play, **Arcana Evolved** presents every class from 1st to 25th level rather than just 20th.

If you already have **Monte Cook's Arcana Unearthed**, do you have to buy **Arcana Evolved**? No. **Arcana Unearthed** is still a great game, and as I previously mentioned, the two books are fully compatible. It all goes back to what I was saying about "more." If you're an **Arcana Unearthed** player and you crave *more* — more races, classes, levels, feats, spells, prestige classes, creatures, and so forth — and you'd like to have all this material in a full-color, complete volume, you're going to like **Arcana Evolved**.

Monte Cook's Arcana Unearthed appealed to a wide player base and developed a hard-core, devout following. **Arcana Evolved** is our gift to the devout. It's the "special edition," omnibus version of **Arcana Unearthed** with all the extras and a full deluxe treatment. This book is a must-have for any collector and for any major fan of the system or the setting.

Monte Cook's Arcana Evolved, a full-color, 432-page hardcover player's handbook, releases in March.



Spotlight on:

The Dracha

An all-new PC race from
Monte Cook's Arcana Evolved

Dracha are draconic warriors. Created magically by dragons, the dracha are a sort of chimera, the result of the arcane mixing of humanoid and dragon traits. Dracha are proud, confident warriors who value strength and loyalty. They long to prove themselves, both as individuals to each other and as a race to dragonkind. They seek to demonstrate that they are worthy of self-determination and self-actualization. Thus, they serve their draconic masters eagerly and well — but only because they truly desire to be free.

Dracha make an interesting addition to the mix of races in **Arcana Evolved** because they are, in effect, what the mojha always aspired to be: the favored race of dragonkind. However, they are not at all like mojha in appearance or demeanor. This sets up interesting tensions between the races, ripe for roleplaying opportunities.

This short snippet also previews the concept of evolved levels.

Dracha Racial Traits:

- Dracha are strong and tough, enjoying a +2 racial bonus to Constitution but a -2 racial penalty to Charisma.
- Dracha base speed is 30 feet.
- **Medium:** As Medium creatures, dracha have no special bonuses or penalties due to their size.
- **Darkvision:** Dracha can see in the dark up to 60 feet. Darkvision is black and white only, but otherwise resembles normal sight. Dracha can function just fine with no light at all.
- **Natural Armor:** Their scaly hide grants dracha a +2 natural armor bonus.
- **Gliding:** Due to their wings, dracha can glide for up to 100 feet if they launch themselves from a height of at least 20 feet. When gliding, they move at a speed of 30 feet. Dracha wearing medium or heavy armor cannot glide.
- **Automatic Languages:** Common and Draconic.
- **Bonus Languages:** Any.
- **Racial Levels:** Dracha can take a few levels in "dracha" as a class to develop their racial qualities more fully.
- Dracha always gain knowledge (dracha) as a class skill.

Dracha Racial Levels:

Dracha can take up to three levels in "dracha" at any time. However, not all dracha choose to take

racial levels (or choose to take all three of them). Dracha who are exposed to the magic of the tenebrian seeds can evolve and gain three more racial levels.

Hit Die: 1d8

Skill Points at 1st Character Level: (2+ Intelligence bonus) x 4

Skill Points at Higher Levels: 2+ Intelligence bonus

"Class" Skills: Climb (Str), Craft (any) (Int), Jump (Str), Knowledge (dracha), Spot (Wis), and Survival (Wis).

Weapon and Armor Proficiency: Dracha with levels only in dracha (no actual class levels) are proficient in the use of all simple weapons and light armors and shields.

Flight (Ex): A dracha who gains two racial levels can use his wings to fly, using his ground speed as his flight speed. The dracha can even wear medium or heavy armor while flying. A dracha has clumsy maneuverability but this improves to average at 3rd level.

Natural Armor Bonus (Ex): This +1 bonus stacks with the dracha's existing natural armor bonus.

The Evolved Dracha:

Once they evolve, dracha become larger and more massive, growing as much as 1 foot while their wingspan increases by four times that amount and their shoulders broaden. Their teeth and claws lengthen, and their scaly hides thicken, the scales growing larger.

Evolved Dracha Breath Weapon: This is a cone of fire, cold, acid, or lightning (character choice, but once made, the choice cannot change) 30 feet long that inflicts 1d6 points of damage/character level (maximum 2d6 per dracha racial or evolved level). Reflex save (DC 10 + dracha levels + Con modifier) halves the damage. Usable once per day per dracha racial or evolved level.

Evolved Dracha Natural Armor Bonus (Ex): These bonuses stacks with the dracha's existing natural armor bonus.

Evolved Dracha Claws (Ex): Dracha claws on both hands become usable natural weapons at 5th level. They inflict 1d8 points of damage. The dracha can make off-hand attacks if desired (using the normal penalties). As with any melee weapon, a dracha adds his Strength bonus to any attack and damage rolls made with the claws (use half Strength bonus for damage bonuses to off-hand attacks).

Evolved Dracha Flight (Ex): Dracha flight maneuverability increases to good at 5th level and perfect at 6th level.

Evolved Dracha Pounce (Ex): The 6th-level evolved dracha can make a charge attack if flying and still make a special full attack with his bite and claws or with his bite, one claw, and one weapon — if the latter, he makes only one weapon even if he normally would have iterative attacks due to his high base attack bonus.

The Dracha

Racial Levels

Dracha Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+2	+0	+0	+1 Strength, +1 Constitution
2	+1	+3	+0	+0	+1 Strength, flight (clumsy), +1 natural armor bonus to AC
3	+2	+3	+1	+1	+1 Constitution, flight (average), Bite feat for free

Evolved Levels

Dracha Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
4	+3	+4	+1	+1	Breath weapon, +1 natural armor bonus to AC
5	+3	+4	+1	+1	+1 Strength, claws, flight (good)
6	+4	+5	+2	+2	+1 Constitution, pounce, flight (perfect), +1 natural armor bonus to AC

A WORLD UNDER LUNAR RAIN

THE SECOND AGE OF WALKERS DETAILS THE RICH WORLD OF DRAGONMECH

BY JOSEPH GOODMAN AND MATT SPRENGELER

DragonMech is a world of medieval fantasy mechs. When it was first announced, fans focused on the most innovative aspect: the mechs. Fantasy mechs have received very little attention over the years, and **DragonMech** is the first RPG product to really approach them from anything other than a let's-line-them-up-and-fight perspective.

But **DragonMech** is a lot more than mechs. This is evident in the rulebook itself: Although the term "mech" appears in the title, the tag line, and just about every page of the book, the chapters devoted to mechs make up only a quarter of the book's length. The rest of the book covers characters, creatures, the world, and campaigns — in other words, the *stories* behind the mechs. Mechs are the defining feature, but they're only *one feature* of a much larger story. (That said, they are the coolest-looking feature, which is why the game is called **DragonMech** and not something else!)

It's the *story* that makes a good RPG, and **DragonMech** has storyline in spades. With the lunar invasion, the weakening of the old gods, the rise of steam

power, the destruction of the surface world, and the mass migration into the Stygian depths of the underdeep, it's possible to run an extended **DragonMech** campaign without the player characters ever setting foot on a mech.

Giving **DragonMech** players the ability to explore this world is one of the prime directives behind the game line's development, and that's where **The Second Age of Walkers** comes in. This hardcover campaign sourcebook offers the first detailed look at the world of **DragonMech**. It covers the autocratic Stenian Confederacy, the mysterious Irontooth Clans, the ambitious Legion, and the ephemeral L'arile Nation, including new mechs and character options that allow you to develop adventures around those factions.

The Second Age of Walkers also addresses one of the great mysteries of **DragonMech**: Was there really a *First Age* of Walkers before the dawn of magic? The Gearwrights Guild claims there was, even though the ancient annals of the elves make no mention of it. Uncovering the true answers to this question may have a greater bearing on the world's future than its residents realize.

The Forester, a Legion Mech

The Forester resembles a dead tree, with its wood-like armor and knobby limbs. This design is no accident. The Forester was designed after the Legion learned several harsh lessons from the elven mechs of the L'arile Nation. Chief among them was the value of stealth. With its sculpted, painted bark-like exterior and lack of smokestacks, a motionless Forester is easy to mistake for an oak or maple, especially when it's among a clump of real trees.

Size: Gargantuan
Power Source: Clockwork
Payload Units: 14
Height: 27 ft.
Space/Reach: 10 ft. by 10 ft./10 ft.
Crew: 2 (weapons: 3)
Firing Ports: 14
Hit Dice: 24
Hit Points: 132
Critical Thresholds: Green, Yellow 66, Orange 33, Red 13

Base Initiative: +3
Speed: 50 ft.
Maneuverability: Good
AC: 6
Hardness: 8 (stone)
Base melee attack: +4
Base ranged attack: +3
Unarmed damage: 1d10+8
Trample: largest Medium; safe Small; damage 3d6
Saves: Fort -2, Ref +2, Will -
Abilities: Str 26, Dex 16, Con -, Int -, Wis -, Cha -
Mechcraft DC: 48
Base Planning Time: 96 days
Base Cost: 3,343 gp
Total Cost: 9,425 gp
Labor Time: 3,840 man-hours
Construction Time: 48 days (10 average laborers plus 1 overseer)
Special: Camouflaged armor, extra weapon mounts (+4 PU)



The Second Age of Walkers
 WW17603; \$29.99 US
 ISBN 1-58846-782-1
 Page 15

Payload Usage

PU	Use
2	Crew
12	Onboard weapons
14	Total

Onboard Weapons

Location	Arc of Fire	Weapon (damage, range in ft., other)	PU	Crew
Right arm	Melee	Huge buzzsaw (2d8/19-20/x3, ignores hardness)	4	1
Left arm	Melee	Huge axe blade (2d8+8/x3)	4	1
Torso	180° forward	Huge focused flame nozzle (2d8/x2, 60 ft.)	4	1



100% Pure Warcraft

The Second Coming of the **Warcraft** Roleplaying Game

by Mike Johnstone, **Warcraft RPG Developer**

What?!? A new edition already?!? But it's only been a year and a half!

This time, it's different. Very different. This time, it's all **Warcraft**, all the time. That's right: for its second incarnation, the core rulebook for the **Warcraft** roleplaying game strikes out on its own, braving the dangerous wilds to seek a new identity as a pure OGL — Open Game License — game. No *Player's Handbook* required. We're talking about all you need to play in one book:

World of Warcraft: the Roleplaying Game

The title is no coincidence. This new core rulebook is based off the latest information available for Blizzard's eagerly anticipated massively multiplayer online roleplaying game (MMORPG). When we saw just what was planned for the online game, we realized that the previous edition of the **Warcraft RPG** just didn't do the setting justice.

With **World of Warcraft: The Roleplaying Game**, we tailor the mechanics of the Open Game License (OGL) to create a perfect fit with the *Warcraft* setting. The very nature of the OGL allows publishers to revise the core mechanics or to create new mechanics to suit a specific purpose or to fit a particular setting. That's beauty of the OGL: the ability to modify and add on to a game system in nearly infinite ways, with those modifications and additions available to the game community as whole to re-use, recycle and revise as it sees fit (within certain legal limits, of course).

Thus, by going OGL, the new **Warcraft RPG** takes the revised edition of the most popular rules for epic fantasy gaming — you know, the one based on that 20-sided die — and incorporates it along with certain details of other third-party publishers' material to mesh perfectly in every aspect with Blizzard's popular *Warcraft* setting.

The end result is a pen-and-paper (PNP) game that seeks in all its aspects to emulate the atmosphere and depth of the *Warcraft* RTS series through to the *World of Warcraft* MMORPG.

Behind the Scenes: Design Decisions

As I write this article, material for **World of Warcraft: The Roleplaying Game** is in the last design stages, so I can give you a peek at some of our behind-the-scenes decisions and what the final result should look like.

Because we're revising the game from the ground up, everything in the first edition of the **Warcraft RPG** comes under scrutiny. For instance, classes needed some attention, partly to update them and address issues that came to light after its release. This is one area in which we turned to another publisher's content for inspiration — specifically, **Monte Cook's Arcana Unearthed** and the concept of different paths or picks within a single base class (such as **Arcana Unearthed's** champion or witch). We focus this idea on the spellcasting classes. There are two central spellcasting classes, each with three possible paths. For the arcanist, you can choose from mage, necromancer and warlock. For the healer, you can select the druid, priest and shaman. Certain features of the base class are com-

mon to each path (i.e., Hit Dice, some class skills), but each path also has distinct powers and abilities. With the class picks in *World of Warcraft* and consideration for key elements of the setting in mind, going this route for spellcasters gives players more options to develop characters that better fit their experience of *Warcraft*.

Another important target for revision involves the races. In the first edition, some races had a Level Adjustment of +1 to account for their greater power in relation to "base" races such as humans and orcs. Admittedly, this mechanic raised questions concerning game balance, and its implementation proved confusing to some players. We dispose of the whole Level Adjustment mechanic for this edition, instead incorporating another feature of **Arcana Unearthed**: racial levels. (The concept also appears in *Unearthed Arcana* from Wizards of the Coast, though it's implemented a bit differently there.) Now, races such as Ironforge dwarves, high and night elves, tauren and the undead Forsaken can take a few racial levels in place of class levels, gaining greater racial abilities and becoming paragons of their peoples. (Oh, did I mention that the undead Forsaken are available as a new player character race? It's true!) Racial levels represent a smoother means of distinguishing races of greater power because they maintain game balance easily. All player characters



Manual of Monsters
WW16108; \$34.99 US
ISBN 1-58846-975-1
Available Now



Alliance & Horde
Compendium
WW17202; \$21.99 US
ISBN 1-58846-063-0
Available Now



Magic & Mayhem
WW17203; \$29.99 US
ISBN 1-58846-954-9
Available Now

in **World of Warcraft: The Roleplaying Game** start at the same power level, and those players who want to develop a character's racial heritage further must expend a class level to do so.

Class picks and racial levels constitute a couple of specific innovations, but we also face the challenge of what to do with the core rules of the game — skills, feats, spells, combat and so forth. What do we keep? What do we omit? What do we alter to suit the setting? This game will not depart greatly from what you're used to, but it will involve enough tweaks to establish its own personality. The ultimate goal, of course, is to entrench and communicate that “*Warcraft*” feel, and all our design decisions keep this focus clearly in sight.

Mmm, Crunchy: New Rules

In conceiving of what **World of Warcraft: The Roleplaying Game** should include and in response to the wishes of players, we also incorporate new and significantly revised rules. Certain of the setting's unique features as experienced in the computer games demand inclusion in the roleplaying game — features such as mana points, technological devices, and building communities. This new **Warcraft RPG** affords us the opportunity to make them core pieces of the game.

Given that spells in the *Warcraft* computer games are powered by mana, the time was ripe to make spellcasting in the RPG emulate this

feature better. You won't see a mana points system specifically, but we have developed a fluid and flexible “spell slots” system that gives a mana points feel but retains some of the more intuitive RPG preparation elements. For instance, casters both arcane and divine can “know” any number of spells; acquired through research and training. However, from these, a caster must prepare so many spell slots of each spell level that she can cast per day, adjusted by her relevant ability score — Intelligence for arcane casters, Wisdom for divine casters — and her ranks in Spellcraft. Going with this spell slots system emulates the flexibility of the computer game experience more directly, in name, spirit and mechanics.

We also have a chance to revisit the technological device creation rules — a signature aspect of *Warcraft*. We will, in fact, refresh and revise the tech device rules (especially to clarify the process of tech device creation), along with several examples and more details on how to upgrade and make additions to tech devices.

Finally, another vital aspect of the setting receives fresh treatment: building and maintaining communities. Many fans wondered why the topic wasn't addressed before, especially as it embodies one of the most important activities in playing the *Warcraft* RTS games. Well, a critically acclaimed set of rules for creating communities appeared in the **Gamma World Player's Handbook**. Wizards of the Coast was kind enough to let us apply the rules

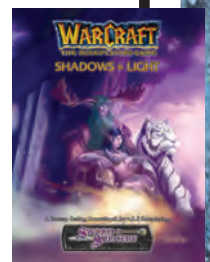
framework to **World of Warcraft: The Roleplaying Game**. The great thing is that these rules treat communities much like characters: they have ability scores, skills and feats; different types (e.g., civilian, military, religious); defense and wealth scores. Moreover, communities distinguish themselves by particular philosophies, forms of government and internal factions. These rules enable you to capture the joyous experience from the *Warcraft* RTS of building up your units and buildings — not to mention maintaining resources, researching upgrades and defending against invasion — and apply them to table-top roleplay.

These changes and additions are just some of the redesigns that will make the pen-and-paper game a more complete expression of the computer games. The resulting **World of Warcraft: The Roleplaying Game** shall distinguish *Warcraft* from other fantasy settings and should attract newcomers looking for something different while giving veterans of the line more than enough material to take their campaigns to a whole new level.

We're extremely excited to be creating this book. Everyone involved, from the writers to the editor to the developer (me!), claims a longstanding involvement with the **Warcraft** line. With a second chance to make the definitive core rulebook for a rich and fun setting, we're taking fans' responses and our own thinking about issues to make **World of Warcraft: The Roleplaying Game** the best game it can be.



Lands of Conflict
WW17204; \$29.99 US
ISBN 1-58846-960-3
Available Now



Shadows & Light
WW17205; \$24.99 US
ISBN 1-58846-973-5
Available Now

Are My Old Books Still Good?

The **World of Warcraft: The Roleplaying Game** will replace the first edition **Warcraft RPG** book. Still, we don't want to make other supplements obsolete. The material from **Manual of Monsters**, **Alliance & Horde Compendium**, **Magic & Mayhem**, **Lands of Conflict** and **Shadows & Light** will remain compatible. They rely upon the same rules system and its

basic assumptions. Where certain changes do lead to crucial differences, we will provide conversion notes, either in the new core rulebook itself or as a downloadable file from the www.warcrafttrpg.com web site. Change is inevitable with such a thorough redesign to the game, but we'll do everything we can to make the transition painless!

World of Warcraft: The Roleplaying Game, a 384-page hardcover self-contained roleplaying game, releases in April.

Spotlight on: The Night Elf

A look at one of the races from the upcoming
World of Warcraft: The Roleplaying Game

In the previous edition, all **Warcraft RPG** player characters (PCs) start at 2nd level. Some races were more inherently powerful than others (night elves vs. humans, for instance). These more powerful races received a +1 Level Adjustment to maintain game balance among PCs — characters of the base race were considered effectively one class level greater than their total Hit Dice and/or class levels.

The Level Adjustment mechanic turned out to be confusing for some and unsatisfactory for others. In **World of Warcraft: The Roleplaying Game**, we address this issue with an innovation called “racial levels.” Adopted from **Monte Cook’s Arcana Unearthed** with Monte and Sue Cook’s gracious permission, racial levels are available for players who want their characters to explore the full range of their racial heritage. Taking a racial level in place of a class level gives that character hit points, skill points and specific racial abilities unique to that race. This creates a straightforward and graceful solution to maintaining balance among races and PCs.

Racial levels will be available to races including high and night elves, Ironforge dwarves, jungle trolls and tauren. Below is an example using the night elf, as designed by Rob Baxter. (Note that this material is from the writing draft; some details may change for the final print version.)

Night Elf Levels

Night elves can take up to three levels in “night elf” at any time. Although they rest within the shade of Teldrassil, the night elves do not stay idle: these levels represent learning and tutelage in night elf abilities and harnessing their mystical nature.

Hit Die: d8.

Skill Points at 1st Character Level:
(2 + Int modifier) x 4.

Skill Points at Higher Levels: 2 + Int modifier.

“Class” Skills: Climb (Str), Concentration (Con), Handle Animal (Cha), Hide (Dex), Listen (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis).

Weapon and Armor Proficiency:

Night elves with levels only in night elf (no actual class levels) are proficient in the use of all simple weapons (excluding crossbows) and can wear any light armor.

Shadowmeld (Ex): At night or in low-light environments, the night elf gains a +10 circumstance bonus to Hide checks while stationary.



The Night Elf

Night Elf Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Shadowmeld, free Agile feat
2nd	+1	+0	+1	+2	Energy resistance (cold, fire) 2
3rd	+2	+1	+1	+3	+2 Dexterity, +2 on all saves vs. arcane magic



Into the Dark Woods

Necromancer Games Brings You Into Glades of Death

How many times have adventurers headed out to find the "Special Dungeon of Death" in the dreaded "Dark Forest"? In a roleplaying game, the dungeon is often the destination and the focus of both player and GM efforts. In fantasy literature, though, the journey is often as eventful — sometimes even moreso — than the final destination. Consider this: Perhaps the reason no one has returned from the "Dungeon of Death" is because no one has survived the journey there in the first place!

Often ignored or forgotten, fantasy forests can be idyllic, deadly, and quite often a warped combination of both. **Glades of Death** exists to give you everything you need to use a forest to its full potential in your campaign — not just as a foil for hidden dungeons, but as a source of adventure in and of itself.

Even in our modern world, thick, verdant forests trigger a primal sense of mystery and wonder, a mix of caution and curiosity. Our senses grant forests additional "life" extending beyond the simple plants and animals alone. Whether the air is filled with the heady perfume of many flowers or the acrid smell of decay, forests are primitive and enduring. Ancient cities that once held back the jungles of our own world are now buried under vegetation. In the battle for dominance, eventually the wilderness won and the city itself become little more than ruins. Bearing real forests in mind, it's easy to see how fantasy forests can possess additional challenges and mysteries for traveling adventurers. These can range from simple hazards to deadly monsters and magical creatures that defy explanation.

The creatures living within may lend atmosphere to the darkness, or the very forest itself may have a consciousness of its own.

Glades of Death covers traps and hazards and the various creatures and situations that adventurers might encounter while traveling through the forest. A set of tables describing such hazards and monsters for different forest types is designed to help the GM determine what different problems travelers might encounter in a particular forest. Subsections of **Glades of Death** focus on temperate deciduous forests, temperate evergreen forests, temperate rainforests, even jungles and tropical rainforests. You need only to decide what type of forest you desire before examining the tables and creating a new forest of your own.

In addition to general material about forests, **Glades of Death** includes several forest-based adventures. Creating and using wilderness adventures is different from using a standard "dungeon." Dungeons are often considered a "GM's best friend" because they limit the number of choices PCs can make, thus helping limit how much preparation a GM must make before a gaming session. Wilderness adventures allow PCs to travel in any of a variety of directions, potentially changing or even missing encounters that the GM planned. This book is designed to help reduce a GM's preparation time when the PCs make a "wrong turn."

With the rich details of **Glades of Death** incorporated into your campaign, don't be surprised if expressions of excitement and worry cross players' faces when their PCs must prepare for a "walk in the woods."

A magic item from **Glades of Death**

Treant's Heart

These potent staves can only be created from the center heartwood of an ancient treant and are extremely difficult to create. Although usually owned or created by evil druids, often an ancient treant can come to an agreement with a druid they favor or agree with toward the end of their natural life. After the treant's death the center heartwood is cut from the creature and then dried in the sun. The smooth piece of wood tends to turn a dark brown as it cures in the sunlight. The staff is then carved with special runes and imbued with potent spells giving its owner several powerful abilities. The staff functions as a *+2 quarterstaff* when not used to release the magic held within. The staff allows use of the following spells and abilities:

- Barkskin* (1 charge)
- Pummel** (1 charge)
- Entangle* (1 charge)
- Speak with plants* (1 charge)
- Command plants* (2 charges)
- Rusting grasp* (2 charges)
- Liveoak* (2 charges)

*denotes a spell described in **Glades of Death**. In addition to the spells above, 1/day the wielder can spend 3 charges from the staff to summon a treant that serves him for 2 hours.

Moderate Transmutation: CL 12th; Craft Staff, *greater magic weapon*, *barkskin*, *pummel*, *entangle*, *speak with plants*, *command plants*, *rusting grasp*, *liveoak*; Price 51,050 gp; Weight 3 lb.



Wilderness
Sourcebook:
Glades of Death
WW8367; \$29.99 US
ISBN 1-58846-796-0
Page 14

Glades of Death, a 192-page hardcover sourcebook, releases in January.

How do you Spell "Freeport"?

Why L-U-C-A-N, of course. He's got the spells and the city — and so do you in the **EverQuest II RPG Spell Guide**

by Stewart Wieck, EQIIrpg Developer



Everquest II
RPG Spell Guide
WW16551; \$34.99US
ISBN 1-58846-998-0
Page 14

The launch of the new **EverQuest II Role-Playing Game**, which began with the **EverQuest II RPG Player's Guide**, continues with January's **EverQuest II RPG Spell Guide**. This full-color tome contains everything we can possibly tell you about the spells and spellcasters of the Shattered Lands. This book covers all the primary spellcasting classes as well as nearly 500 spells, including all of the spells available at launch in *EQII* online.

There's an extra bonus, too. Just like the **EverQuest II RPG Player's Guide** included information about the Isle of Refuge,

the **EverQuest II RPG Spell Guide** updates the city of Freeport. This robust city first appeared in *EQrpg's* **Realms of the Norrath: Freeport**. In that volume, much of the city's history — unavailable even online — was revealed for the first time.

Did you know that Freeport was founded by a high elf who led several boatloads of humans across the Ocean of Tears after the collapse of the Combine Empire? Well, it's funny how history repeats itself. Freeport in the era of *EQII* is further fortified by boatloads of people. Except now these individuals are escaping the widespread

destruction of Norrath as the gods turn their backs on the world and fragments of the shattered moon Luclin rain down upon the lands.

But while some things go in cycles, other things never change. Unfortunately, in the case of Freeport, this means the same tyrannical ruler holds sway. Now, he's even stronger and even more in control. Read some of the basics about this city in the accompanying excerpt of the **EverQuest II RPG Spell Guide** written by Owen Stephens — also author the author of the original **Realms of Norrath: Freeport!**

Freeport

Metropolis, Pop. 200,000

Barbarian 8.8%, Dark Elf 9.8%, Dwarf 5.0%, Erudite 5.7%, Gnome 6.9%, Half Elf 6.5%, Halfling 2.5%, High Elf 9.9%, Human 13.4%, Iksar 4.2%, Kerran 6.3%, Ogre 3.4%, Ratonga 4.7%, Troll 3.1%, Wood Elf 9.7%

Ruler: The Overlord

Gold Piece Limit: 100,000 gp

Assets: 6,000,000 gp

Resources: Fishing, hunting, crude mines, trade

Militia: 5,000 Militia, 1,000 Lucanic Knights

In many ways, Freeport is still the city it's always been. It is the Great Trade City, crossroads of the Shattered Lands and inevitable destination of many world travelers. Vast wealth passes through its gates and swirls through its streets. The rich still get richer, and the poor still must struggle to survive. Knights patrol its walls while priests watch over the faithful. Freeport controls the waterways and lands around it, and it's still the largest and most powerful city in the known world.

But much has changed as well. The northern district of the city is a ruin, with stone buildings crumbling and water flooding the eastern streets. Buildings of glorious design fill streets once lined with wooden or brick structures. Ghettos have developed, and small sub-communities fill forgotten back-streets and alleyways. A new dock and shipyard area exists, able to build and house more ships than ever before.

No longer a predominantly human city, Freeport is home to dark elves, trolls, ogres, gnomes, ratonga, and iksar as well as humans. Of course since half the people in Freeport on any given day are visitors

from elsewhere, every race known to the world can be seen on at least one of Freeport's streets. But now even Teir'Dal can walk the streets in relative safety, for Freeport allows anyone who can pay the taxes and fees to live in its protection. Of course, off the main streets that protection is weak at best, as darkness has come to lurk in all Freeport's shadowed places.

Nowhere can be found the League of Antonican bards, the Steel Warriors, or the Ashen Order. Smaller, less powerful groups now fulfill the roles these estimable institutions once played (and often from back alleys). The Coalition of Tradesfolk is no longer broken into separate groups for honest merchants and criminals, instead ruling over all moneymaking endeavors regardless of legality. But the Coalition must bow to the will of the Overlord, and is forbidden to arm enough members to be a threat to his knights. In fact, no organization is allowed to grow large enough that it may challenge the power of the knights and priests of Freeport, save perhaps the Academy of Arcane Science. But this group has changed as well, for it not only allows the study of dark arts, but its leader, the Foci, encourages it.

Nor are the knights and priests who control the city the followers of the twin Marr gods. They are loyalists to the ruling Overlord, Sir Lucan D'Lere, who has been unquestioned master of Freeport since before the Age of Turmoil. Even the Militia had changed, for the once human-only fist of Sir Lucan's will is now a collection of ogre, iksar and human bruisers used for patrols and grunt work or whatever other unsavory task might suit the Overlord's whim.

The **EverQuest II RPG Spell Guide**, a full-color, 224-page sourcebook, releases in January.



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